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- ✓ All our tips, moves and cheats work and help you get more from your games
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TEAM  
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**Nintendo**



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Turn the page for everything that's in this mag ►►►

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# Only in this

**Nintendo**

OFFICIAL MAGAZINE

## Banjo Kazooie

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✓ First big preview   ✓ Over 100 screen shots

**Banjo's gonna be big!**

**We tell you**

- How the game plays
- What it's really like
- What you have to do
- All main characters
- All the worlds
- Special moves



## GAME NEWS

✓ New games   ✓ First and best news

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Banjo Kazooie's  
up for grabs FREE

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# mag

# Free

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**wetrix** rental for  
every reader

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## REVIEWS

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N64's four player futuristic  
shocker. It looks ace...



### Robotron page 26

Looks dull, but it ain't

### World Cup 98 page 28

Best footy game yet...



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Souped-up saloons



### Dual Heroes page 32

Another fighting flop

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Wario Land 2,  
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The best techniques, moves  
and game guides with more top  
cheats than any other mag



## BLAG FEST

Win great stuff  
every month

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**NINTENDO 64**  
LIMITED EDITION  
GOLD CONTROLLER





**Big Game**

✓ **First look** ✓ **100 real game shots** ✓ **We've played it first**

**B**



# Banjo Kazooie

## Game Info

By: **Nintendo**  
Type: **3D Platform**  
Release: **July**

Put Super Mario 64 back in its box. This could be the best platform game ever. Get ready for Banjo Kazooie.

## What it's all about

**B**anjo Kazooie looks likely to be the best game ever on the N64.

During your travels you'll encounter eight very different worlds, ranging from dark swamps

to ice mountains and haunted graveyards. Every one is littered with brain taxing puzzles, and a host of new baddies waiting to deal out a butt kicking. It's the platform adventure of a lifetime.



▲ The game kicks in with a really cool intro. Banjo and the rest of the gang grab their musical instruments and jam through the opening sequence.



## The plot

The storyline is a bit like Disney's classic, *Snow White*.

Gruntilda the evil witch has kidnapped Banjo's sister, Tooty and taken her to her secret lair. Banjo's the only one who can save her. So on with the game...



▲ The entrance to the witch's lair.



▲ Gruntilda starts work on her masterplan.



▲ Ahh Tooty. I want your beauty.'



▲ With her plan to steal Tooty's beauty in place, Gruntilda jumps on her broomstick and goes in search of Tooty.



▲ 'Come here my little pretty. There's nowhere to hide.'



▲ 'Wake up, Banjo. Tooty's missing. We must find her.'

## The gang

During Banjo's adventure, you'll face at least 60 characters through the eight different worlds.

Here are some of the more important friends and enemies. Some are cute, some plain ugly.

### Rare heroes

We all know that Rare has the best super heroes. Let's take a look at a few of our favourites...

#### Donkey Kong

The great ape. His biggest break came in the Super NES classic, *Donkey Kong Country*.



#### Banjo

This honey bear loves sleeping, swimming and dancing. His life changed when he teamed up with the loud-mouthed Kazooie and since then trouble's never been far away.



#### Kazooie

Although Kazooie argues with Banjo all the time, they're still best mates. This Red Crested Breegull can carry Banjo, and help him in times of trouble using her enormous beak.



#### Tooty

Tooty is Banjo's cute little sister. Unfortunately, she wanders off a lot, which is lucky really, as Banjo loves nothing more than going off on a rip-roarin' adventure.





## What to do first

Before Banjo embarks on his adventure, he needs to get back into shape, so he must visit the training level.

Once inside, Bottles appears and teaches him lots of new moves which'll come in handy for the challenge which lies ahead.

Look out for six honeycomb pieces which are dotted throughout the level. Find all of 'em and it'll increase your health.



▲ Find Bottles and he'll teach you loads of new moves.

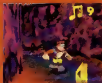
## Take control

Banjo and Kazooie have a massive collection of moves which you need to master if you're to see Tooty again. Here's how you use the controller.

We've included the button icons to make your life that bit easier. Busta move!



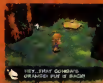
**Start Button**  
Brings up the pause menu. You can see what's left to collect. Always good to know where you stand.



**3D Stick**  
Allows Banjo to move. His actions range from tiptoe to run, depending on the pressure applied, so a light touch is best.



**Trigger**  
One of the easiest ways to avoid an attack is to crouch. So press **○** and Banjo'll hit the deck.  
Eat grass brown buddy.



**Shoulder button**  
The **○** button lets you centre the camera behind Banjo. If you hold the button it locks the view until you release it.



**Button**  
Press **○** and Banjo and Kazooie will launch into one of their attacks. They're hard as nails!



**Button**  
The dangerous duo can grab higher objects by jumping. Hold **○** for a higher leap.



**Buttons**  
**○** and **○** change the camera angle. **○** and **○** alter the zoom. Now smile for the camera.

## The witch's lair

Banjo's adventure starts at the witch's lair which is made up of loads of pictures and note doors.

You must find jigsaw pieces and complete the pictures to enter the levels. As the full picture is revealed, a door opens somewhere in the lair. Find this and you're on your way.

Luckily for you, the first piece can be found nearby, so he can start with little fuss.



▲ One piece is needed to open the level.



▲ Blimey! There's a piece over there.



▲ Stand on the square and the magic begins.



### Bottles

Bottles is a good friend of Tooty, but doesn't get on with Banjo. However, with Tooty missing, he'll do all he can to make sure he brings his friend home safe and sound.



### Gruntilda

She's selfish, nasty and, above all, incredibly ugly. She's on a mission to steal beauty from other creatures, and Tooty is her first prisoner. Booh Gruntilda, number one baddie.



### Brentilda

The lovely fairy godmother. She's Gruntilda's sister, and opposite in every way. Afraid to face her evil relative, she does offer help to Banjo and Kazooie.



### Mumbo Jumbo

Mumbo used to teach Gruntilda, although he couldn't prevent her from putting his magic to evil use. The wicked witch even changed his face into a horrific mask. O'oh!

## Items you need to find

### Jigsaw pieces

These pieces let you complete the pictures in Gruntilda's Lair, and enter new levels. There are ten in each world and can be found by solving puzzles, defeating baddies and searching hard to reach places.



### Musical notes

Jigsaw pieces open levels, but Banjo can't enter the later stages unless he opens the musical note doors. The only way to unlock 'em is to collect a high enough total of notes.



### Jinjos

These spirited creatures have been kidnapped by Gruntilda, 'cos of their extremely happy nature. She's placed five in each level. Banjo and Kazooie must rescue all five to earn one of ten jigsaw pieces.



### Eggs

The eggs are a great back-up weapon when all else fails. They can be used to solve puzzles and kill Banjo's enemies. Fire the eggs forward like missiles, or bounce 'em behind.



### Red feathers

Kazooie can swoop through the skies, but she struggles to carry a two-ton honey bear. The red feathers allow her to gain extra height when flying. When she needs an extra boost, she loses a feather.



### Gold feathers

These are so powerful that only 10 can be carried at one time. Use 'em and Kazooie spreads her wings to protect Banjo, making 'em both invincible. The gold feathers tick down as they are used.



### Mumbo tokens

Gruntilda has stolen all Mumbo's skull shaped tokens and hidden 'em. Without these, Banjo can't change into a new creature. The number needed for each switch is shown on the sign in Mumbo's hut.



### Honeycomb energy

The honeycomb segments make up Banjo's energy. He starts with five bars (don't forget there's an extra one in the training level), and he can increase his health by collecting honeycomb pieces.



## Treasure trove cove

Ahhh, a nice day at the beach. Don't you believe it!

The island is full of larger than life characters including Captain Blubber and Nipper the crab. Even the smaller natives are less than friendly as you'll discover the moment your paws touch the sand.



AHOY THERE! THIS BE TREASURE TROVE COVE.

▲ The pier's the only safe spot in Treasure Trove Cove.

## Rare heroes

### Crank

The next big super hero from Rare. This crazy squirrel is set to drive us nuts when he stars in *Twelve Tails: Conker 64* out this autumn.



## Mega moves

Okay, you know your way around the controller, now let's take a look at some of the special moves Banjo and Kazooie can perform.

### Climbing

Banjo can climb trees, poles and pipes like a squirrel. Press to release his grip.



### Feathery flap

Kazooie can open her wings to extend the height of Banjo's jump.





## Mini-Boss battle

Banjo's no sooner grabbed his bucket 'n' spade when trouble strikes. This time it's Nipper the crab who's up for a scrap.

Nip him in the bud quickly, and enter his shell for lots of goodies.



▲ Defeat Nipper the crab and enter his crusty shell. Once inside, you'll be rewarded with loadsa goodies.

## Beware shark attack!

Make sure you take care when using the crates in the water. One false move and you'll have Snapper

nipping at your furry feet. As long as you remain on the blocks, you'll be okay.



▲ Although the water looks safe, dangers lurk outta sight.



▲ Get your feet wet, and Snapper bursts onto the scene.



▲ You got away with it. Next time you may not be so lucky.

## Character change

There are times when a honey bear is just too big to get into smaller nooks and crannies. A quick trip to Mumbo is now in order.

He'll transform you into a new, smaller creature allowing you access to those places previously unreachable. But you'll need plenty of Mumbo tokens for a change to take place.



▲ Collect Mumbo tokens and stand on his platform.



▲ Mumbo casts a spell which lifts Banjo in the air.



▲ Banjo has now changed into a little spider.

## Rat-a-tat rap

Banjo jumps and Kazooie pops out her head in a series of peck attacks.



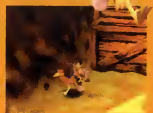
## Roll attack

Banjo runs to gather speed then dives and tumbles into his victim.



## Talon trot

Give Banjo a break. Let Kazooie pick him up and carry him to the next challenge.

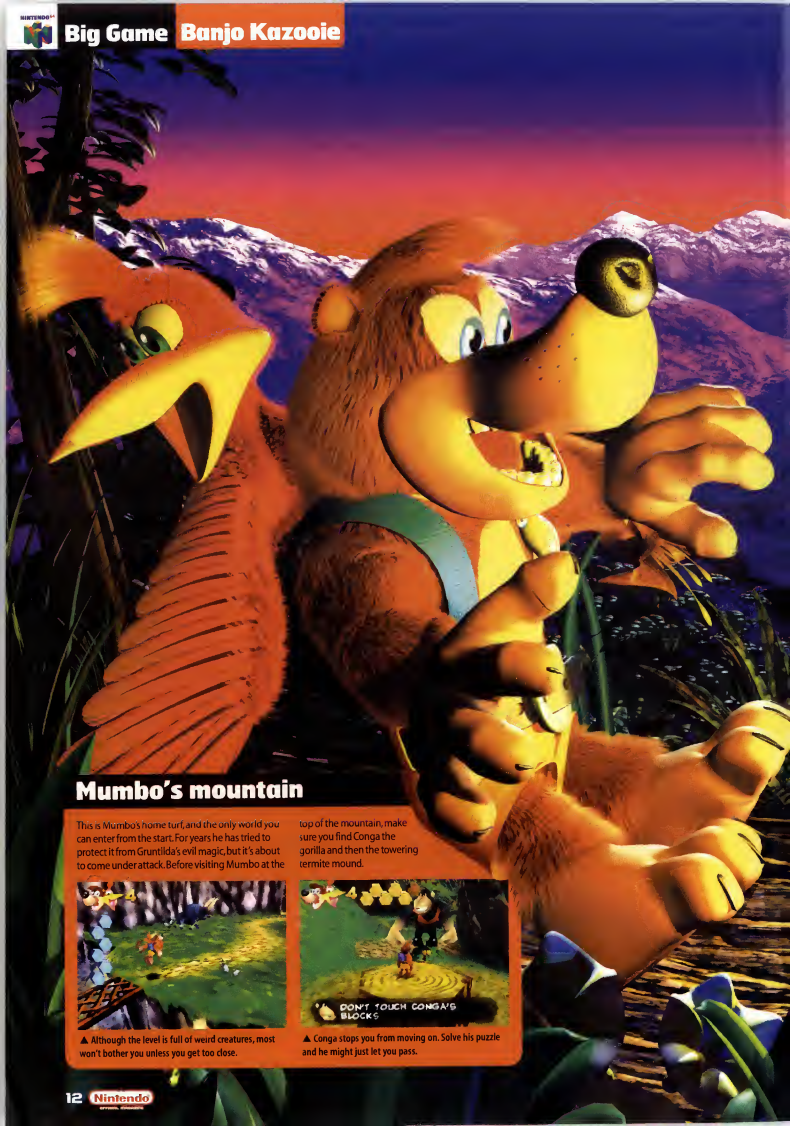


## Beak barge

This combines Banjo's shoulder charge with Kazooie's slide attack. Pretty awesome huh?!







## Mumbo's mountain

This is Mumbo's home turf, and the only world you can enter from the start. For years he has tried to protect it from Gruntilda's evil magic, but it's about to come under attack. Before visiting Mumbo at the

top of the mountain, make sure you find Conga the gorilla and then the towering termite mound.

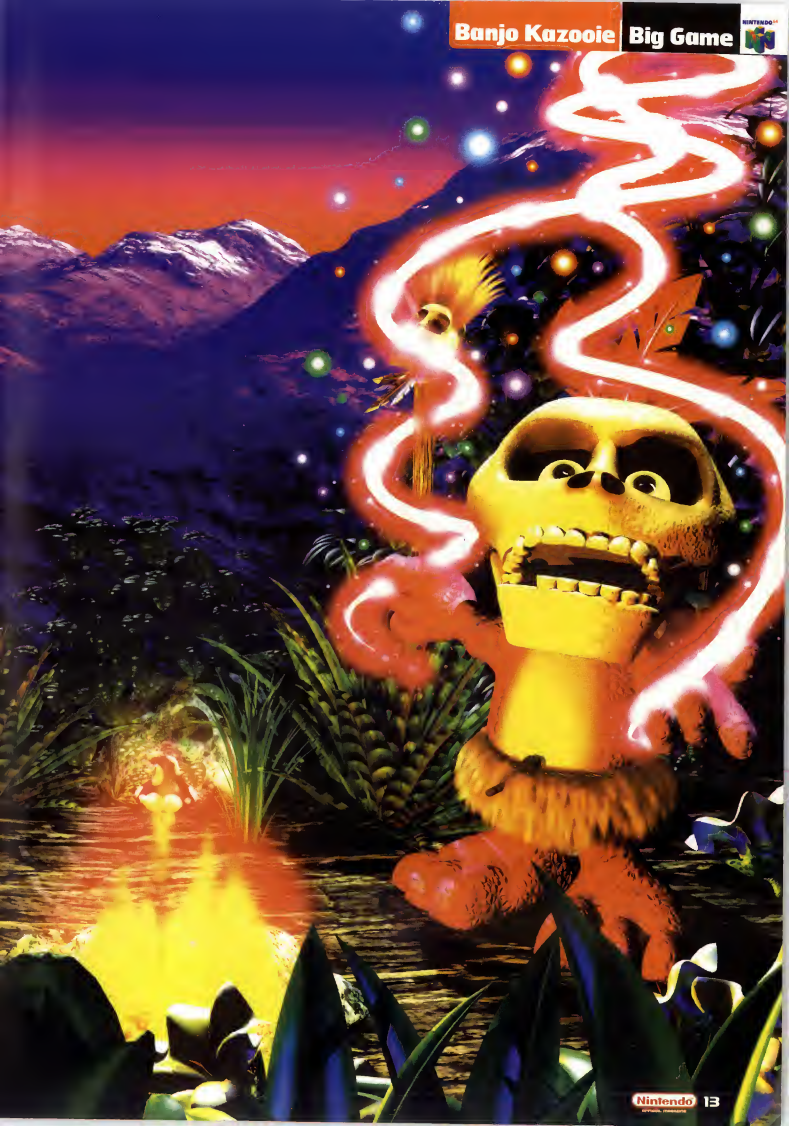


▲ Although the level is full of weird creatures, most won't bother you unless you get too close.



▲ Conga stops you from moving on. Solve his puzzle and he might just let you pass.





## Clanker's cavern

The level is centred around Gruntilda's mechanical trash compactor, Clanker, who sits on the bottom of the ocean.

Use extreme caution as this stage is full of polluted water which can instantly kill a little honey bear. You'll also find the puzzles are a bit more difficult.

## Raise Clanker

Remember raising the boat in Super Mario 64? This is just like that. We're not gonna tell you how to do it, but just check out the cool sequence as Clanker rises to the surface.

As Banjo dives down he must watch his oxygen meter. If his air runs out, he loses a life. Swim into the bubbles to get a breath of air.

▲ You must learn how to raise Clanker before you can go inside.

## Knock yer teeth out

Anything that stands out from the ordinary should contain a secret, and the gold tooth is a prime example. Use Kazooie to shoot eggs

at it, and a couple of hits reveal a hidden pathway. You've found the entrance to Clanker's cavern.



▲ Kazooie launches an egg towards Clanker's gold tooth. One good hit and you'll knock it out.

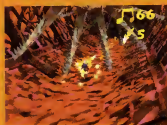


▲ Good shot. The tooth's out and you can now swim inside. What will you find?

## Blades of death

There is only one way to avoid the rotating blades.

Make sure you've collected ten gold feathers, and sprint through the middle towards the jigsaw piece.



▲ Use the gold feathers and run like hell.



## Back at the lair

We've now visited the first three worlds (only another six to go), and the witch's lair is sprouting out from all angles.

In fact, it's possible to get lost just trying to locate the next available door. Don't forget to collect the musical notes or you'll have to return to the earlier levels before you can move on.



▲ At last, Bubbleloop Swamp.



▲ Which way? Trying to find levels in Gruntilda's Lair can prove difficult.

## Rare heroes

### Diddy Kong

Donkey Kong's cheeky sidekick. He shot to stardom when he headlined in the Mario Kart 64 beater, DiDiddy Kong Racing.



## Bubblegloop swamp

Not only must Banjo watch for evil enemies, he now has to look where he treads.

This dark, smelly swamp houses deadly piranhas, poisonous swamp frogs and Mr Vile the crocodile. You may also find a couple of friends including the Tiptop choir.



Watch where you walk. Banjo can't survive for long in the swamp.

## Learn new moves

It's about time Bottles reappeared. With the challenges getting tougher, you'll need a couple of extra moves to see you through. Pay attention, the mad mole's about to speak...



◀ Listen up Banjo, find the wellies and you can walk through the swamp.



▲ They're a perfect fit. Okay, let's hit the bog.

## Freezezy Peak

Another level which shows just how much we've progressed from Super Mario 64.

The ice covered level can cause problems for Banjo's bare tootsies, and one false move'll have him sliding to his death. You'll find a sick friend called Boggy, and you must help him if you're to complete the level.

This is most stunning level in the game. Let Kazooie take to the air and check out the area. It's breathtaking!



▲ Just one of the 100 notes in every level.



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3

You made it. The jigsaw piece is all yours.

## It's lighting up time

It's Christmas time, and there's magic in the air. Open the box and Banjo sets the lights free. However, getting 'em to the tree without 'em smashing is gonna prove

mighty tough.

But it's worth the effort. When the tree is lit up, it'll bring you a lovely warm Christmassy feeling!



▲ The box opens and the lights come alive.



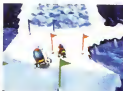
▲ Kill the snappy crows before they smash the lights.



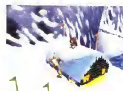
▲ The tree's complete and you've won a jigsaw piece.

## On the slippery slope

Once you've arrived at the giant snowman, jump on a sled and slide to the start of the level. You can even cure Boggy of his tummy troubles, and compete against him in a sled race. Get to the finish line first to win another jigsaw piece.



▲ You must slide through all the gates and win the race.



▲ You're in the lead and the finish line's in sight. Go Banjo!





## 128 Meg of Nintendo fun

As you can see, Banjo and Kazooie's adventure is massive — and we're not even at the halfway point of the game yet!

The cart is a whopping 128 Meg, and every single bit of memory is taken up with stunning graphics and brain numbing puzzles. Nintendo hopes to release it on July 17th, although there are rumours that it could slip by a

week or two. The good news is that it's coming out at a bargain price of £49.99. Get your orders in early or, even better, why not enter our compo and win one?

**We've got 500 Banjo Kazooie's up for grabs! Check out page 18 for your entry voucher.**



### Yoshi says:

The bigger the Meg, the bigger the game. Most N64 titles, such as Super Mario 64, are 64 Meg. Banjo Kazooie is twice the size.



▲ By using more memory, the levels are bigger and better.



▲ There's a target and a locked door. Maybe that's a clue to getting inside.



▲ The lighting effects in Mad Monster Mansion are stunning.

## Gobi valley

After chillin' in Freezezy Peak, the temperature soars in the sweaty heat of the Gobi Valley.

Even the sand can prove too hot for Banjo, so look for shelter in the Ancient One's pyramid. Most shaded areas are locked, so get your thinking caps on and avoid the sun.



▲ There's always a way to get inside. Put your thinking caps on and solve the puzzle.



## It's amazing

Now you're deep into the game don't expect the puzzles to be quite so easy. Take this maze: there's no simple route through and if you're too slow finding the exit, there's no escape. There's only 60 seconds on the clock, so you'd better get your butt in gear and find a way out.



▲ It's a race against the clock. Find a way outta the maze or you'll lose a life.

## Target practice

Those targets look suspicious. Let Banjo launch into them and see what happens. What d'ya know — it only allows you access to the pyramid. Best have a look inside.



▲ Score a bullseye and you could earn a reward.



▲ There's a thing. The door has finally opened.

## Rare heroes

### Timber

Although nothing's been confirmed, this starry-eyed tiger's gonna be the next big hero to appear in his own platform adventure.



## Rare heroes

### Wizpig

Okay, so he isn't a hero, but he's one of the coolest baddies ever. Gave Diddy Kong a bashing in the N64 epic, Diddy Kong Racing.





## Mad Monster Mansion

Day turns to night, and this isn't a place you want to walk around on your own.

The mansion is situated in the middle of the graveyard, and it's strongly rumoured that the dead still walk in the grounds. Not afraid, are you?

Isn't that a headstone moving around in the distance? You betcha!



Even the dead come alive in the haunted graveyard.

### Inside the haunted mansion

Banjos come up against enough weird stuff during his adventure so a haunted mansion shouldn't scare him. Let's take a look inside...



As Banjo enters, the pieces of the jigsaw come together.



Suddenly Banjo appears and the level begins.

### Watch the walls

Not for the faint hearted. Even the pictures look creepy, but that's nothing compared to what happens when you walk near 'em. Take one step too many and they come to life and try to rip you to shreds.



Don't walk too near the pictures. You never know what could happen.



Be careful when collecting the eggs. You're only one step from...



... boo! The picture comes to life and tries to eat our honey loving chum.

### Level warp

As early as the first stage, you'll find various coloured cauldrons which can be used to warp Banjo between levels.

To dart from one to the other, discover the same coloured pot elsewhere in the game.

This is perfect for returning to earlier levels to find the last few musical notes or Mumbo tokens. And they're always happy to help.

► This happy looking fella is actually a warping cauldron. Use 'em to move quickly to another end of the level.



## Rusty bucket

Banjo's now moved onto Gruntilda's own freight liner, which is littered with her evil ship mates.

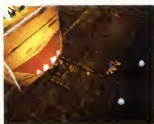
A huge crane looks like it holds the key to completing the level. Find a way to drop the cargo perhaps?

## Ship ahoy

So, we've blown a hole in the ship (no, we're not gonna tell you how to do it), now the fun can begin.



▲ What luck, another jigsaw piece is up for grabs.



▲ Not so fast. Kill the giant crate first for your reward.

## Click Clock wood

This is actually four worlds in one. It's broken into four seasons — Spring, Summer, Autumn and Winter.

As you move through each

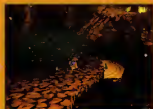
level, you'll notice changes. Flowers start to grow in Spring, but die when you visit the same site in Winter. The puzzles also change depending on the season.



▲ It's Spring, the sun's a-shining and the first plants have sprung.



▲ The Summer season and the heat is drying up the lake.



▲ Banjo takes a stroll through the dry Autumn leaves.



▲ Winter brings sub zero temperatures. The plant dies.

# WIN One of 500 copies of Banjo Kazooie

Play the game before it hits the shops!

All you've got to do is stick your voucher onto the form you found on the front cover, stick a stamp on it and send it to us.

## Banjo Kazooie Voucher



# CUT THIS OUT

You'll be entered in our exclusive Banjo Kazooie compo and could win a FREE copy!

Nintendo  
© Nintendo Game Boy Advance

## We Think...

**Banjo Kazooie** is gonna blow you away when it comes out in July. The game looks better than anything we've seen before, and it's full of mini-boss battles and excellent puzzles to solve. Both Banjo and Kazooie are loveable characters, and with Rare up to its old tricks, this could well be the summer blockbuster of this year.

We'll have the first ever full review next issue

Offer applies to transparent Game Boy Pocket and Tetris game (Recommended retail price £44.99 and £12.99 respectively). To receive a Game Boy Pocket and Tetris application form, you must apply for and open a new Halifax Certicash account as an Expresscash customer between 6th April and 30th June 1998. Once your account is open, you will receive the Game Boy Pocket application form with your Expresscash card. Only one Game Boy Pocket will be available per Expresscash customer. All Game Boy Pocket application forms must have been received by 14th July 1998. The minimum account opening balance is £10. The standard daily cash withdrawal from a cash machine is £50. Accounts can be opened at any branch of Halifax plc. The offer is subject to availability and may be withdrawn at any time without notice. Existing Expresscash customers who opened their account prior to 6th April 1998 will not be entitled to apply for the Game Boy Pocket. TM & © are trademarks of Nintendo Co., Ltd. © 1998 Nintendo Co., Ltd. Halifax plc, Trinity Road, Halifax, West Yorkshire HX1 2RS.



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Nintendo



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# New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think, and won't score a game high that they wouldn't want to play themselves...

## How they score

- 0-44** Real rubbish  
**45-64** Still not worth playing  
**65-79** Nothing too special  
**80-89** Pretty good, but not exactly great  
**90-100** Amazing game you simply must play!

### Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



## NINTENDO 64

**Dual Heroes** p32  
Cyber style slug out  
**Forsaken** p34  
Rock hard shooting action  
**GT64** p21  
N64's first proper race sim

**Robotron** p26  
Mega fast blast  
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Take England to victory

## GAME BOY

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# GT64

## Championship Racing

Lashings of thrills and one or two spills as we burn rubber with the latest N64 racer.

### Game Info



Price: **£49.99**  
Release: **26 June**



**WE SAID** All of us at NOM are hoping this will be the answer to our prayers for an outstanding N64 racing game.

### How does it qualify?

**G**T64 is a realistic simulation with cars, teams and courses all taken from the real Japanese touring car circuit.

With 14 motors, three courses, extended

versions for experts and a car customising option, GT64 should storm into pole position. But sadly, it has more than a couple of flat spots...



▲ All the Japanese courses in the touring car circuit are featured in true to life detail...



▲ ... as are the complete set of souped up, hard core racing motors.

## Revvving up

It usually takes years of practice to become a professional driver, but in the world of GT64 you can be burnin' rubber in minutes...

The cars can be customised as much or as little as you want, so for the first couple blasts, just whack the settings on standard, turn your engine on and you can burn the course immediately.



▲ When you're ready go for the qualifying race, don't worry too much about your position. It's easy to make up places on the first lap.

▶ The handling takes getting used to. You'll be creaming corners at first.

## Da tracks

GT64 boasts three main courses and one hidden circuit which can only be raced after winning the championship, with the game set to 24 laps per race. So let's cruise the main three...



▲ First choose which of the 14 different cars you want.

## Exclusive first tip

The computer cars are quite thick. Slow a little before red bends so as not to crash into those that have crashed already.

A bit of practice with slides and you'll slide round corners better'n toilet duck! Press ● with ● still held down to start sliding and lose as little speed as possible.

Once you get to know the courses, tailor the car set up for each race, it DOES make a difference on the track.



## Round One: Euro Course

### Short track

Time in its own little way. There are a few tricky bends to test ya, especially coming up to the Start/Finish line.

### Long track

Far more sharp bends. It takes time to re-learn and you'll need to keep one eye always on the map.



## Round Two: Japan Course

### Short track

The tunnels are usually followed by sharp bends, but many of the turns are fairly long, letting you slide round 'em.

### Long track

More scenery, bit more of a challenge. A few sharper turns are included, but it's the long, sliding turns that are most fun.



## N64 school of motoring

Any boy racer can go fast in a straight line, it's taking corners that separates the boys from the men.

To help you, a sign is flashed up before each corner to show you how tough it is, so here are a few pointers on taking bends.

Listen up, 'cos it's no Sunday drive you're in GT Championship Racing.

### Blue: Easy turn

Keep the pedal to the metal. You'll be able to take these easy twists and turns at almost full blast.

Watch out though, there could be another, sharper bend coming 'atcha.



### Yellow: Sharp turn

Easy tiger! You're gonna have to slow down for these.

Take the bend wide to get the most room on the curve and let the back end slide round. Peasy!



### Red: Acute turn

This usually means a serious U-turn or right angle. Slow right down and take it really easy.

At least the computer car opponents have to do the same too.



**LOOKS** Clear and crisp. The only fogging you get is when the weather turns nasty. Still one of the best looking racing sims on the N64.

## Round Three: USA Course

### Short track

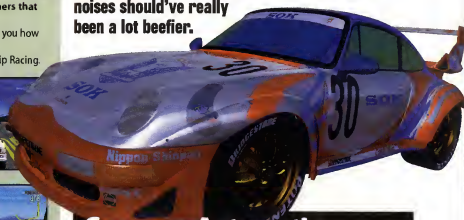
There's a particularly nasty U-turn right at the start, along with a section with three 90° bends.

### Long track

The toughest course in the game and not for beginners. You'll need your wits about you.



**SOUND** Good engine effects, especially as the cars crunch through the gears. But the crash noises should've really been a lot beefier.



## Gears vs Automatic

Every driving game these days has the option of gears or automatic transmission.

And how many of you reach for a gear lever during a race? None, that's how many. Why's that? Well judge for yourself...

### Automatic



▲ It's turn one and you're at filling-loosening speed. Brake, skid and hit the accelerator to burn away.

### Gears



▲ Slow down and shift down. Use 2nd through the bend, slide and floor the accelerator on the way out.



▲ Tap the breaks, stay close to the wall then throw the back end of the car around it. Careful you don't hit the wall.



▲ Gear timing's vital here. You should be able to get into 5th before the next bend. Ease off the gas and drop to 3rd.



▲ On a straight like this just keep your finger on the button and keep an eye out for the next turn.



▲ Get the gears right and you'll accelerate faster than in automatic and get a better top speed.

### Verdict

Not as fast as driving with manual transmission, but far easier to master so is more enjoyable. The handling's tricky anyway and gears only make it harder.

### Verdict

Better acceleration coming out of corners, but so tough you'll need to learn every inch of the course which'll require a gear change.



**SINGLE PLAYER** Even with the long version of the tracks and a hidden course, a bit more variety certainly wouldn't have gone amiss.



▲ Be careful at corners. If you take 'em too tight you'll be slammed against the wall.



**Tell us what you think**  
If you want to tell us what you think about GT64, turn to Club Mario on page 89



▲ Everything from tyre choice, to front and rear suspension can be tweaked.

▲ The detail of the courses are totally amazing, everything's been covered, right down to the last leaf.

**MULTIPLAYER** Both players need to be dead good or really crap, otherwise you'll end up racing on your own.

## Other rubber burners



**F1 Pole Position 64**  
Only for Formula One addicts. Unimpressive graphics, jerky animation and boring tracks. A non-starter. **75%**



**San Francisco Rush**  
Pathetic car handling ruins cool scenery and loads'a tracks. Good secret stunt track though. Doesn't get out of 2nd. **74%**



**Multi Racing Championship**  
Better gameplay than GT64 and looks great. But it can be completed far too quickly. **83%**



**Cruis 'N USA**  
Not realistic in the slightest. Animation more suited to the GreyStation and a distinct lack of cars to choose from. **59%**



**Lamborghini 64**  
Amazingly realistic motors make this a real treat to go cruising with. But short life and light controls let it down. **76%**



**Top Gear Rally**  
A bit slow to start with, but once you earn the Porsche or secret cars the tracks slide along at blistering speeds. **89%**

## Speed freaks

Whack in another joystick and you can race yer mate. It's not as challenging as you may think, but there are a couple of differences to the one player option.

## Head to head

If you're going to play in two player mode best learn the track first as there's no map on the screen.



▲ The graphics are jerkier on two player mode. A bit weak.

## Time attack

It's very hard to get excited about beating your times in this game, as the focus is on driving skills, not speed.



▲ Time Attack mode's a good way to learn the tracks.

## Battle Mode

If you're struggling with races, try this one. You race head to head with a computer car which won't get too far ahead.



▲ Battle Mode is an ideal way to practice your overtaking.

**Nintendo**

OFFICIAL MAGAZINE

**GAME SCORE**

**GT64** has a lot going for it, but the car's handling, whether it's too realistic or just shoddy, lowers our opinion of the game.

When you try and have some fun sliding around corners you just end up eating tarmac. But for that, this would be a truly excellent game.  
**Tut, tut.**

**85%**

**"I ONLY SAID  
DON'T BLAME  
ME IF YOU  
CATCH COLDS"  
PONDERED NORM.**



**a BREAK FROM  
THE NORM™**

## Game Info



Price: **£54.99**  
Release: **June 1998**



# Robotron

One of the most playable arcade games ever is now ready to blast away everything in sight...

**WE SAID** While Robotron 64 has the same ingredients as the original arcade game, it's lost a lot of the challenge.

## The story

The year is 2084 and man in his foolishness has created an army of killer robots called the Robotrons.

They are so advanced that the human race is no match for its own invention and the Robotrons have turned against mankind.

Your mission is to stop the Robotrons before they destroy everything in their path. Once again you're the world's only hope...



▲ Turn on Robotron 64 and you'll be greeted to this colourful options screen. Choose the game and then warp to the level through this swirling tunnel.



▲ Robotron 64 has quick fire action to enjoy.

**LOOKS** Basic but you can still see what's going on. Only worth playing using two of the camera angles, otherwise you won't see what's going on around you.



▲ Man's own creation, the Robotrons, are on the march and only you can stop 'em. Charge round the arena and blow 'em away before they get ya.



▲ It's one on one with a brain. Nothing should stop you with the three way gun.

## How to play, Robotron style

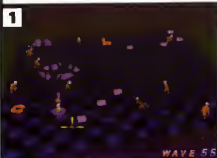
You're dropped onto each level and the only way to get out is by destroying all the bone-crushing robots.

Move around the arena with the 3D Stick

and blast away to your hearts content with



The manic action is made harder because there's loads of helpless people to rescue too.



▲ Go for the three way power up. You'll need it.



▲ With loads of Brains coming after you, start blasting!



▲ 1,000 points are yours, now go for the rest of 'em.



▲ What'll it be? The old guys in brown or the Brains?





## The enemies

Each level in Robotron 64 is packed with mechanical monsters to fight against.

Destroy the Grunts, Spheroids, Enforcers, Quarks, Tanks and Brains to send your points score rocketing. Keep an eye out for the Hulks though. They are indestructible and there's no way they can be destroyed. So give it up.



▲ Fry the Brain with a burning flame-thrower.



▲ Change the viewpoint to see where to fire.



▲ Watch out for the spinning catherine wheels coming your way. If they get too close you're finished.

## Missing in action

Since the early days a number of arcade hits have been rumoured for the N64.

Plans for classics like Centipede and Joust have been cancelled. But other all-time greats, Paperboy and Gauntlet, are in the pipeline.



▲ Imagine the classic Gauntlet in 3D on the N64.



▲ You can't fall off the edge, so just keep on your toes and away from danger.

**SOUNDS** With Robotron 64's pumping techno rhythms to play along to, the shoot 'em up action is taken into overdrive. Rock on!

## The power-ups

There are loads of different power-ups in Robotron 64. Most of them strengthen your firepower but there's speed boots and extra lives too. Here's some in action...



**Shield**  
Forms power rings around you to rebound enemy shots.



**Two Way**  
A hail of bullets'll fly out in front and behind you.



**Gas Gun**  
A huge cloud of poisonous gas will kill anyone in its path.



**Three Way**  
This'll fire three shots forward, left and right.



**Flame Thrower**  
Strap it on and start spraying it around. Barbie-tastic.

**GAME LENGTH** There are 200 levels to complete, and a two player high score challenge, where you take it in turns.

**Nintendo**

OFFICIAL MAGAZINE

**GAME SCORE**

This classic game update just misses the mark. It isn't quite a Nineties hit. There's no real multiplayer option and though the game's simple graphics make it fun, there's not a lot else after you've finished on one player mode. Worth a rent though.

**80%**

## Game Info

Price: **£59.99**  
Release: **22 May**



# World Cup

ISS64 always gave footy fans the best kicks. Now there's another soccer game hoping to score this summer.



## The world's best

If the World Cup is anywhere near as good as this game, we're in for a treat. Everything you'll see when the tournament kicks off in June is here.

Even the gameplay's gone through lots of changes, with improved moves and some brand new features, including speed options and in-game tactical changes.

The other big difference is that this time the FIFA brand has been removed. Don't matter, it still rocks!



▲ The cute French mascot. Couldn't eat a whole one.

**WE SAID** This is as close to the World Cup as you're gonna get without visiting France. From the game stats, to each match kicking off at the proper times, nothing has been left out.

## Stadium rocks

The game bursts to life with Chumbawamba's tooty anthem, Tubthumping, before taking you to the four gameplay options.

### Friendly



Select two teams and play in a one off match. Don't change any options, just get stuck in.

### World Cup



Your chance for glory. Select your team and try to progress to the final.

### Training



Practice passing, shooting, free kicks and corners. Once it's all sussed, challenge for the Cup.

### Cup classic



You must win the final to play this option. Compete in classic finals from 1930 to 1982.



▲ It's the biggest tournament the world's ever seen.

**LOOKS** FIFA games have always looked good, but World Cup 98 looks great. The players are more realistic, especially close up, and the set-up screens are very professional.



▲ He shoots. He doesn't score! The keeper's a hero.

◀ World Cup keepie-uppie.

## Who you play

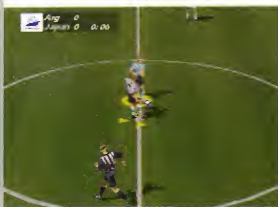
Once you've selected your team in World Cup mode you move onto the fixture list, which is identical to the real tournament.

You can either stick with this or use the randomise option, but this could put you in a group with all the favourites, so it's best to stay with the same draw as the real tournament.

You'll automatically be given the strongest formation and starting line-up. If management turns you on though, you can still make adjustments before sending yer boys to battle it out on the pitch.



▲ Begin at the beginning. The only choice really is the first match proper: Brazil vs Scotland.



▲ Kick off on yer very own World Cup tournament.

## up 98

first UK  
review!

2 ▲ Anyone know the Brazilian national anthem? And how does the Scottish one go again?



3 ▲ Scotland kick the whole gong show off. Go on, lob the keeper. You never know, you may get one goal!





▲ He scores! Leonardo goes for the Golden Boot award.

**SOUNDS** John Motson's commentary is very life-like, and most of his phrases can be heard every week on Match of the Day. The crowd sounds just like it would on the terraces.

## Exclusive first tip

When you're on a one on one with the keeper don't blast the ball at him. Simply tap the **○** button gently, and the ball will slide under the keeper's body.

## New moves, play the game

Some of the moves are similar to the earlier edition, FIFA: Road to the World Cup, but new flicks have been added.

By pressing either **□** or **○**, you can perform cool moves which'll leave your opponent standing.

This one of the big strengths of the game, and once you master the moves, it'll come to life.

### Double step over

Feint one way, then the other. This should leave your opponent confused, so you can nip round the back.

1



2



### Flick over

This is the flashiest pass possible. Lift the ball and flick it to a team mate while it's in the air. Top stuff!



### Dive

Play the Ginola way. Wait 'til a tackle's about to be made and throw yourself to the ground. If you're lucky, you'll win a free kick.



### 360° spin

Sprint at your marker and spin (through 360° as the defender lunges in. You'll leave 'em for dead, and you'll be in on goal.

1



2



### Rainbow kick

A bit like the flick over only this time you don't pass the ball to a team member. Make sure you're in open play when you use this.

1



2



## Faster action

Visit the option screen and you'll notice quite a few changes. For the first time ever, the game has four speed settings. By far the best is the fastest option.

Choose this and enjoy a full blooded, frantic 90 minutes. You'll have very little time on the ball, and tackles fly in thick and fast.

1



▲ A burst of speed'll put you through into a shooting opportunity. It's fast and furious stuff.

2



▲ He sets himself up and pops one off.

3



▲ The shot's released, it flies like a bird.

4



▲ The camera pans across to follow the flight of the ball. Doesn't the turf look gorgeous.

5



▲ Just when you think it's a certain goal, the keeper launches himself. He's saved it. The crowd goes loopy.

**ONE PLAYER** The amateur setting's a little easy. Crank it up to professional or world class, and it's completely different, the players are superb.



▲ The first of many goals against Tunisia. Let the thrashing commence.

► Gazza's in on goal. He rides the tackle, it's a perfect shooting opportunity.





## Tougher keepers

Okay, you've dribbled the ball up the field, now've all you've gotta do is beat the keeper. In this version, that ain't easy.

They read the game much better and now throw themselves cat-like through

the air to prevent you scoring.

They're still a little weak getting to the low corner shots, but can now parry the ball to safety.

And if you play the long ball, you'll see 'em run out of the box to make the save.



▲ You've got a clean sight on goal...



▲ ... It's sweetly struck, it'll rip out the back of the net.



▲ D'oh! The keeper's made a great save. Shearer's denied.

### What do you think

Tell us what you think of World Cup 98. Turn to Club Mario on page 89 and send us your review.

You could win a game as your prize.

**MULTIPLAYER** Crank it up to the fastest speed, and you'll be glued to your goggle box for hours. Multiplayer World Cup is awesome. Tackles fly, studs are shown, and you'll find strategies easier to execute.

## Change tactics, mid game

One problem with the earlier versions was that you couldn't make tactical switches without pausing the game. That's all changed now as the game lets

you alter a player's role by pressing both **□** and **△** and a **○** Button.

So you can give a player not pulling his weight a good kick up the backside.

### Offside trap

▶ The opposition wins possession and attacks. What would Glen Hoddle do in this situation?



▲ Press **□**, **△** and **○** and your defenders'll move up. You've gotta time it right though.



▲ If the ball's played forward, the striker'll be offside. The assistant referee's watching.

### Wing back run

▶ You've won the ball, but you're closed down instantly. The channels are very narrow.



▲ Help is on hand by pressing **□**, **△** and **○**. Look, there's Ginola legging it into space.



▲ Your wing back overlaps and gets ready for the pass. Play opens up again.



▲ 33 minutes in and England haven't scored!

▼ It shaves the woodwork.



## Getting better all the time

This is the third footy game from the FIFA boys, and it just keeps getting better. And we've got FIFA 99 to look forward to at the end of the year.

Here's how the first two versions scored.



▲ Looks ace. Plays pony.

### FIFA 64

**It scored:** An own goal! The big donkey.  
**It missed:** Crap gameplay. Bolton play better and vent down.  
**SCORE:** 67%



▲ Plays ace. Keepers poo.

### FIFA: Road to the World Cup

**It scored:** Excellent gameplay.  
**It missed:** Keepers a bit poor. Not Seaman.  
**SCORE:** 90%

# Nintendo

OFFICIAL MAGAZINE

## GAME SCORE

World Cup 98 is much more than an update of FIFA: Road to the World Cup.

The gameplay's superb. It's smoother, the response is instant, and the speed settings make a real difference. Not got ISS64? This summer, head for World Cup 98.



93%

# Dual Heroes

Beat 'em ups that could do serious damage have all been slapped up by *Fighters Destiny*. *Dual Heroes* ain't much of a contender either.

## Game Info

Price: **£54.99**  
Release: **Out Now**



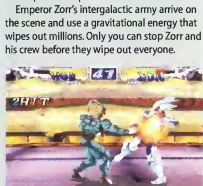
## WE SAID

Okay, it's on import. When we fully understand the game it might make more sense, but I wouldn't stake my life on it.

## The story

Many years from now the world's about to end. Mankind tries escaping to space, but a mineral which replaces it is discovered. Suits using this mineral are developed to keep humans earthbound.

Emperor Zorr's intergalactic army arrive on the scene and use a gravitational energy that wipes out millions. Only you can stop Zorr and his crew before they wipe out everyone.



▲ Two hit combos'll mash yer opponent.

**SOUND** The best part of *Dual Heroes*. Far Eastern music adds to the feel of the game and the sound effects are cool.

## How to win

It's the best of three rounds and there's three ways to win a bout.

Knock your opponent's life bar down to zlick and you'll win by a knockout. Fight them off the edge of the arena and you'll win by a ring out.

If you both stay on your feet 'til time runs out, you'll win by a time up.



▲ A few quick hits on the button, and his cozzie'll turn to tin foil!



▲ Zen's lightning quick combos smash Hoe's kung fu style fighting.

**LOOKS** The fighters look like *Power Rangers* but the graphics won't stretch your N64.

## How to fight as a Dual Hero

Each character in *Dual Heroes* boasts some meaty kicks and punches.

The 3D Stick controls your fighter's movement, ducks, and jumps. kicks, puts up your guard and makes you get up from the deck a lot quicker.

The button punches, and together throw and lets you run or shuffle round.

To turn your fighter into a metallic monster press three times then hold.

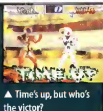


▲ Jule the bionic beast takes on Retsu, super ninja.



▲ This close up shot shows the poor graphics.

**GAME LENGTH** The game's so simple you'll reach the end very quickly. Two player option's a laff but you'll tire of *Dual Heroes* after a few days. Save for something better.



▲ Time's up, but who's the victor?

◀ Zen's life bar's down to nothing. It's a KO!



## The fighters

There's eight fighters in Dual Heroes. Each has their own special moves and fights in their own arena setting.

Let's take a look at four of 'em...

### Gai Space Pilot

**Good at:** Powerful hits and fast at avoiding any attacks.

**Bad at:** Nothing. He's good all round.



### Zen Commander

**Good at:** Stringing together quick hits and combos.

**Bad at:** Missing any punches or kicks 'cos he's slow.



### Hana Botanist

**Good at:** Ducking and jumping attacking moves.

**Bad at:** Strong punching. She's very weak though.



### Gun Space Soldier

**Good at:** Very strong hits and body slams.

**Bad at:** Moving round an opponent.



# Nintendo

OFFICIAL MAGAZINE

## GAME SCORE

Beat 'em ups haven't reached the dizzy heights set by **Fighters Destiny** and judging by **Dual Heroes** nothing's gonna touch it just yet. Wait a bit for **MK 4**. We've seen it, and it kicks ass!

# 52%



Review

✓First UK full test ✓Played to bits ✓All new game shots

The future may be rough for Earth,  
but it looks ace in this stunna of a game.

# Forsaken

## Game Info



Price: **£59.99**  
Release: **29 May**



**WE SAID** This latest version has even more dizzying levels, deadlier enemies and even bigger weapons. It's shaping up to be one hell of a ride, just don't forget to take a sick bag with you.

# ken



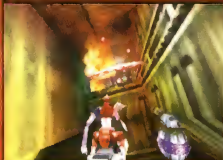
## So what's the score?

**I**n the future the Earth will be trashed by a major disaster. Don't fret: you'll survive, but the only way you can keep house and home together is by getting on yer bike.

A flying bike called a Pioncycle that is, signing up as a bounty hunter and vapourising anything

dumb enough to stumble across your path.

This includes a robot army commanded by Babalas the Robot Warlord, and other bounty hunters, out to make a quick buck.



▲ Lokasenna spots an enemy first and fries it. Cool explosions light up the corridor.



▲ With full Orbital weapons engaged, a grand shoot out's on the cards. It could all get pretty messy.



## Getting started

Before you take on the worst the Earth has to offer, you have to decide who you're gonna be. Then get to grips with a Pioncycle...

MISSION: NINE  
STATUS: AVAILABLE



1

▲ To begin with all bounty hunters' missions start on Nuke.



2

▲ A little background info, then you're ready for the off.



4

▲ Better get toolled up fast. This'll help you get going.



5

▲ Now you've cleared a few rooms it's worth practising how to fly your Pioncycle.



3

▲ Muddy 'eck! Flippin' robots everywhere! Get 'em between the crosshairs of yer weapon and you can soon show the tinpot scum what you're made of.



6

▲ Time to take a quick breather now that all Babalas' robots have been destroyed.



7

▲ A good performance'll shoot you forward to later level.

**LOOKS** Brilliantly fast with more special effects than a Star Wars movie. Stomach twisting 3D. So realistic you feel you could step into the screen.



▲ As well as the super smooth 3D, Forsaken also boasts some of the finest lighting effects ever! The tunnels look amazing, especially in the middle of a fire fight.

## No mercy

The bounty hunters have different strengths and weaknesses.

Some are faster, or more likely to attack, while others'll hide and wait for you to blunder into 'em. Here's the motley crew you'll be facing...



**Trucker**

A real heavy duty powerhouse who's not built for agility.



**Lokasenna**

Fast and agile, she doesn't hang round for long.



**L.A. Jay**

The hot-head of bounty hunters, he'll tear you apart.



**Nim Soo Sin**

Seems laid back, but shoots with deadly accuracy.

## All-terrain vehicle

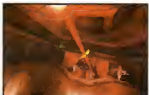
Seeing as you're zipping your way around on a natty flying bike, it doesn't really matter what

terrain you encounter — which is just as well 'cos there's quite a variety.



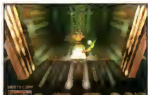
### Lava

Right in the bowels of one of the levels, lights the area with an eerie glow, but it'll burn you like a match.



### Spaceship

Much of the game, though, is spent inside giant spacecraft. Which is handy 'cos the craft looks ace.



### Water

Though sometimes you take a dive underwater, which'll really slow your Pioncycle down.

## Lock and load!

As well as battling the combined forces of Babalas, you're also gonna front the other bounty hunters sooner or later.

It's gonna be sooner, as they make their first appearance here.



▲ Your mission is to collect the GOM (a large green blob) however...



▲ ... you're beaten to the punch by another bounty hunter!

◀ They ain't getting away with pulling a fast one like that! After 'em. Down that corridor!

▼ Dakka, dakka, dakka. Eat laser you bounty hunting pig-dog!



**SOUND** One of the best bits of *Forsaken*. The music's pretty cool and adds to the tension of the game, and the sound effects are totally awesome.

## Exclusive first tip

Don't rush round corners, cos you'll soon run into some serious trouble. Peek your head round and then pop back in. If you see explosions or light reflection on the wall, watch out, enemies are waiting to spank you!

## Your armoury

### Troxax

Bounces off walls. Good for shooting round corners.



### Beam Laser

Slow rate of fire, but very powerful. Good long distance weapon.



### Transpulse

Hold the fire button to launch an awesomely powerful shot.



### Suss Gun

Huge rate of fire, sprays a room with lead. Do not stand in its way.



### Orbital

Flies around your Pioncycle and takes pot shots at enemies.



### MUG

Basic unguided rocket, but when it hits, it'll totally mash yer opponent.



### MFRL

Gives you 50 MUGs to play with. And boy, do we like to play with these.



### Solaris

Powerful homing missiles. Handles corners well.



### Gravgon

Traps enemies in a glowing blue sphere. They're toast!



### Titan

The most devastating missile in the game. Clears entire rooms.



### Pine Mine

Leaves a missile launching pod in your wake. Use it to watch yer back.



### Beard

A good all rounder and tricky to deal with head to head.



### Clark Culver

A real speed freak who's tough to catch. You'll be sucking his exhaust.



### Earl Sleek

Super slick and stunningly fast. His cycle cuts through air like a knife.



### Foetid

Slow, careful and awesomely dangerous. Approach with caution.



Free poster



**Nintendo**  
OFFICIAL MAGAZINE



## Multiplay. It's got it, and it's ace

So what's Forsaken like in multiplayer mode? Silly question! It's absolutely fantastic — and you don't even need to have your mates playing with you!



### ▲ Single Player

Take on up to three computer controlled bounty hunters to sharpen your skills.



### ▲ Two player

Split screen. It can sometimes be hard finding the other player as the levels are so big.



### ▲ Three player

One lucky sod gets half the screen while the others have to make do with a quarter.



### ▲ Four player

All's fair and square as each of you get a quarter screen. The action's still incredibly fast.

## Battle mode

As well as multiplayer and the standard single player game, there's also a battle mode which pits you head to head with the other bounty hunting scum.

There are eight different levels and three difficulty modes — expect to be a crash test dummy on the hard setting.



▲ It's Battle Mode mayhem as all the bounty hunters come atcha. Spray your fire and hope for the best.

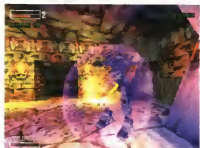
### Tell us what you think

If you want to tell us what you think about Forsaken, turn to Club Mario on page 89

**MULTIPLAYER** Sometimes hard finding your opponent with just two players, but a real blast with three or four.

## War machines

As if being attacked from all sides by killer robots wasn't enough, there are plenty of BIG boss-type robots out there



▲ Some bosses can only be harmed with certain weapons, so you'll need to be properly toolled up when you meet 'em.

aiming to make your day really miserable. Here's a taster of what'll be coming atcha...



▲ They'll come outta nowhere spraying death and aiming to make your stay on their level as short as possible.

**ONE PLAYER** New mission: new headache. There's plenty to challenge your gameplaying skills as well as that lump of grey matter between your ears you call a brain.

## Busta bad guy

Small robots aren't your biggest threat, but it pays to deal with 'em the right way: violence. Here's how:



▲ Line-up your first shot and unload a volley of white-hot plasma.



▲ Try to circle around the robot as it's stoopid and can't turn as fast as you.



▲ Pump that trigger now you're on the blind-side to mash it into scrap metal.

# Nintendo

OFFICIAL MAGAZINE

## GAME SCORE

It'll take you a while to get used to the controls, but it's well worth it. It looks stunning and plays even better. There's much more to it than simply picking up the joypad and blasting stuff. You'll be sucked into the awesome 3D environment and won't wanna stop 'til you're crowned king of the bounty hunters!



92%



# Wario Land 2

**Mario's days at the top could be numbered as Wario bounces back on Game Boy.**

## Game Info

GAME BOY

Price: £24.99

Release: Out now

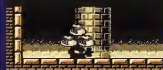
## What's the story?

One of the best characters on Planet Nintendo, Wario's been dusted off for the Game Boy and is gonna bleed your Duracells dry.

What's the score? Sneaky Captain Syrup and the slippery Black Sugar Gang have nicked your booty and you've gotta get it back...



▲ Watch out! The Sugar Gang's about.



▲ They've nicked your gold so go get it.

## What you do

Wario's mission is to collect coins to get his treasure back.

You'll need 50 coins to play a mini game at the end of each level. The games are all different kinds of puzzlers.



▲ Collect coins to uncover secrets and play the games at the end.



▲ Push the cupboard away to find a hidden room and your treasure.



▲ Fiery Wario's got to get in the water.

## Wario's characters

Wario can't die in the game but his enemies affect him in different ways. So he can be squashed, set on fire, grow fatter, smaller, crazy, bouncy, puffy or turned into a zombie. They all help Wario reach areas of the game he couldn't before.



Nintendo

OFFICIAL MAGAZINE

GAME SCORE

Definitely one of the best platformers on the Game Boy.

SCORE 85%

## WE SAY → Wario Land

2 is a first class platformer. It's a big game, but as Wario can't be killed it won't take too long to finish.

# World Cup 98

## Game Info

GAME BOY

Price: £24.99

Release: 15 May

**Get yer own back on dodgy French World Cup ticket allocators and beat 'em on their own turf...**



▲ Have a go from the edge of the area.



▲ Pass, lob, shoot and tackle to the final.



## Oi! Ref-er-ee!

Football and Game Boys go together about as well as Vinny Jones and referees. For all its brilliance, the Game Boy just isn't cut out for the demands of football games.

It still doesn't stop people trying to make 'em though, bless 'em.

◀ Finding space to shoot is hard work. But you'll have to master the skill.

## Eng-er-land!

As you'd expect all 32 nations who've qualified for the real thing are there along with the right venues and dates for the games, but it doesn't have the proper player names.



▲ Choose from over 30 teams.

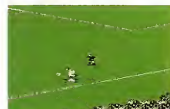
## Crisis Management

There are plenty of options to keep aspiring managers happy. As well as substitutions, the team formation and tactics can also be altered.



▲ You can manage too in World Cup 98.

**WE SAY →** The strategy side is ace and does have a major impact on the way your team plays. But the gameplay's sluggish.



▲ Go round the back and get in a cross.

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

The footy gameplay lets it down. Not too difficult and not a lot of fun.

SCORE 55%

# V-Rally

## Championship Edition

Take yer Game Boy on the drive of its life with V-Rally. It'll burn rubber and batteries...

### Game Info

GAME BOY

Price: £24.99

Release: 26 June

### Getting in gear

V-Rally's the most complete Game Boy race title ever! It's got a full Championship option, so you can race all around the world.

And it's quicker'n anything you've seen on the GB before. So buckle up for the race of yer life.

### Classy challenge

Belt up and hold on as V-Rally burns across the world from rainy England to snowy Sweden. Choose rookie, pro or ace mode, then race the clock or Championship mode.



▲ Hassle for position at the corners.

### Road rage

One of the hardest obstacles to judge is at the top of a hill. An exclamation mark'll appear above your car as you approach. Slam **O** to slow down or end up wasting valuable seconds flying through the air.



▲ Watch out for drivers on sharp corners.

**WE SAY** → V-Rally takes the chequered flag. Full Championship mode and some serious rallying'll set fans' pulses racing.



▲ Take yer opponents out.



▲ Choose yer wheels...



**Nintendo**  
OFFICIAL MAGAZINE  
**GAME SCORE**

All the stops have been pulled out for V-Rally. Play it and welly it.

**SCORE 89%**



# JIM3

worming this way

Autumn '98

[www.interplay.com/ej3d](http://www.interplay.com/ej3d)

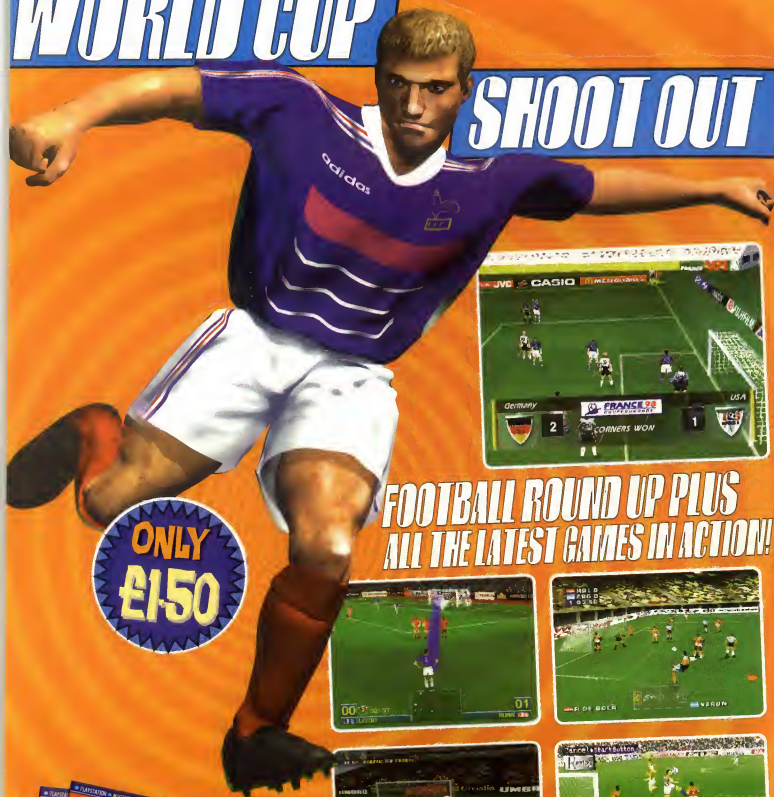


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# Total Test



☑ Every Nintendo game tested, plus all the extra gear

☑ Changed and updated every month

**Yoshi's your guide through Total Test. Look out for his hints**

## Nintendo Gear

Steering wheels p46  
Controller Pads p52  
Memory Paks p51  
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## Game Boy p48

Best GB titles and gear

## My Top Ten p53

What you're playing

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Games you really want to play

## Famous Fives

Motor mania p47  
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## Best bundles p50

Best High Street deals

## Rental Chart p54

What you're renting

## Nintendo Numbers p48

Your own N64 phone book

## N64 Stuff p46

Bags, leads 'n' cases

► You've seen our great Quake player's guide, now check out what we think of it on p53.

*We tell it like it is!*



In the info boxes, 'Chart' means the highest position that the game reached in the UK N64 charts. 'N/A' means it hasn't hit the top ten yet.

## How do they score?

0-44	Real rubbish
45-64	Still not worth playing
65-79	Nothing too special
80-89	Pretty good, but not great
90-100	Amazing game you must play!

### AWESOME

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



### OUR TOTAL TEST SCORES

We change our scores for older games when new games come out that are better than 'em. It means this is the most up to date guide, and you'll always know what's best right now.

◀◀ Turn back for all the new games this month Quick flick! News p92

Nintendo 43

## AERO GAUGE

51%



- £49.99
- Players 1-2
- Chart N/A
- Memory pak ✓
- Rumble pak ✓

**What's it about** High speed hover car racer with fun removed. Hardly any courses.

**What you'll like** Saving your cash 'til something better comes along.

**Check this out** Four rubbish tracks. All very average looking.



**One player** Four tracks is not enough. You should be demanding more for yer cash.

**Multiplayer** No other computer vehicles. Just you and your sorry mate to race.

**What we think** Bad idea. Keep away from this driving nightmare. There's much better.

## BLAST CORPS

81%



- £49.99
- Players 1
- Chart 1
- Memory pak ✓
- Rumble pak ✗

**What's it about** Control giant robots, trucks, trains and armoured cars.

**What you'll like** Great explosions and sharp graphics. Cool vehicles. Clever puzzles.

**Check this out** The ace bit where you have to make room for the Space Shuttle to land.



**One player** Takes time to work out. Can be frustrating. Feels good when you win. Good value at first. You'll only bother with it once. It'll get used to the view from your shelf.

**What we think** Original. Hard to get into. Once cracked, a great puzzler. Loads of challenge.

## BOMBERMAN 64

73%



- £49.99
- Players 1-4
- Chart 3
- Memory pak ✓
- Rumble pak ✓

**What's it about** Blow up blocks in 3D world. Kill baddies with short fuse.

**What you'll like** Great end of level guardians. Looks ace and will challenge.

**Check this out** When B-man's dazed, waggle your stick and get the hero to leg it.



**One player** Looks cool, big bosses and great graphics — idea's good. Camera angles dodgy.

**Multiplayer** Disappointing. Lacks fun and speed of earlier versions. Do it yourself.

**What we think** Could be better. First time'll be happy. Fans'll feel let down.

## Most Wanted

Here's when the big must-play games are out this summer!

**World Cup 98** 22nd May

**Forsaken** 29th May

**Banjo-Kazooie** 17th July



▲ World Cup 98... Score, score! Forsaken... On yer bikes.



▼ Here's Banjo, our cover star this month. Can't wait... It's sooo exciting.



## DUKE NUKEM 64

91%



- £49.99
- Players 1-4
- Chart 4
- Memory pak ✓
- Rumble pak ✓

**What's it about** Corridor blaster. You play Duke. Kill aliens in space and on Earth. Wipe 'em out using daffy big guns.

**What you'll like** Loads of different weapons. Big, tricky levels full of challenge. Lots of funny bits.

**Check this out** Huge rock-hard 3D boss at end. Four player Deathmatch using the cool Plasma Cannons. Check out the noise as they charge up. Cool.



▲ Chugga-chugga-chugga. Eat lead you human-hating alien fiend you.

## One player

28 huge levels plus secrets. Tons of guns. Plenty of secrets. Tons of humour. Big challenge that lasts and lasts.

## Multiplayer

Not as good as Goldeneye but, still top. Some levels don't suit multiplayer. Gets boring. Best played at Grid Iron stadium with Plasma guns.

## What we think

Packed with punchy playability. Fast, action filled blast fest. Stacks to kill. Big game that takes ages. Pity about flat aliens.



▲ It's no good wetting yourself and chucking up now. You're history, alien scum.

## DIDDY KONG RACING

73%



- £49.99
- Players 1-4
- Chart 1
- Memory pak ✓
- Rumble pak ✓

**What's it about** Land, sea and air racing with Diddy and Nintendo favourites. Win each race to open new tracks. Beat huge bosses for worlds.

**What you'll like** Everything. Whole game is magic. Looks the business, plays brilliantly and needs all your skills. Race the bosses... it's a riot!

**Check this out** Repeat a missile pick up and get tooled up with ten! Then go on and spank yer mates with your big missile advantage.

## One player

Looks the rads but Diddy doesn't play as well in one player. Power-ups a let down. Mario Kart beats it into second spot for multiplayer.

## What we think

Awesome. Easy to play. Other racers get better as you do. Looks like a cartoon. Loads of challenges. Better than Mario Kart 64. Forty hours of play.



▲ You'll be hooked on the game play...



▲ ... as well as the awesome graphics.





## We've tested all these Rumble Paks

### Jolt Pak

● Joytech Europe ● £9.99

Rumble power changes



### Advanced Jolt Pak

● Joytech Europe ● £14.99

Jolt Pak with Memory Pak built in



### Shockwave

● Datel ● £24.99

Rumbles on its own and has memory to boot



### Rumble Pak

● Nintendo ● £14.99

Classic rumbler from the big N. Feels brill and makes games explosive



### LX Tremor Pak

● LMP ● £12.99

No batteries needed!



### CHAMELEON TWIST 66%



- £49.99
- Players 1-4
- Chart 7
- Memory pak X
- Rumble pak X

**What's it about** Platformer starring long tongue Chameleon. Six 3D worlds for prizes.

**What you'll like** Big cutesy bosses. Easy to get past.

**Check this out** Sprinting at ledges, using your mega tongue as pole vault.



**One player** Not enough challenge. Boring. Easy to finish. Little challenge.

**Multiplayer** Bad multiplayer game. Confusing. Not worth effort. Play Goldeneye.

**What we think** Good idea spoilt by dull levels. Rough graphics and average design.

### CLAYFIGHTER 63% 25%



- £49.99
- Players 1-2
- Chart 7
- Memory pak X
- Rumble pak X

**What's it about** Beat 'em up that has laugh at Mortal Kombat series.

**What you'll like** Not much. Poor animation on a 2D fighter. Crap animation.

**Check this out** Pull off a Claytality. Maybe bring a smile. If it's raining outside.



**One player** Poor control. Bad animation. Duff moves and very slow play. The worst N64 game.

**Multiplayer** No different to one player. Now there's two of you to hate this fighting flop.

**What we think** Original. Hard to get into. Mortal Kombat has the last laugh.

### CRUISE'N USA 59%



- £34.99
- Players 1-2
- Chart 4
- Memory pak X
- Rumble pak X

**What's it about** Race muscle cars across USA. Win and collect bonus cars.

**What you'll like** Watching flies mashed and slide down your front screen.

**Check this out** Official cheat for more vehicles. More vehicles usually = more fun.



**One player** No challenge. You'll finish first go.

Awful choons. Weak sound effects.

**Multiplayer** Same game, split-screen. Worse graphics. Even slower to play. Poor.

**What we think** Good ideas. Decent conversion of poor coin-op. Bad graphics.

### 000M 64 85%



- £49.99
- Players 1
- Chart 2
- Memory pak X
- Rumble pak X

**What's it about** Vicious blaster. Loads of levels. Filled with guns 'n' puzzles.

**What you'll like** Taking out huge monsters. 32 massive levels. It's big. Loads of puzzles.

**Check this out** When outnumbered by baddies, get out of the way and they kill each other!



**One player** Masses of monsters. Loads of levels, blood and shooting. Great blast fest. Get in amongst 'em, and the carnage you can wreak'll keep you going for ages.

**What we think** It's good, in fact, it's very good. But not as good as Quake.

### GOLDENEYE 007 94%



- £49.99
- Players 1-4
- Chart 1
- Memory pak ✓
- Rumble pak ✓

**What's it about**

Play James Bond 007 in shooter that follows movie. Tense, challenging and realistic.

**What you'll like** Graphics look like film's. Sharp sounds, mega deep playability. Take your ages. Crank up console and be Bond.

**Check this out**

Drive tank around. Crush cars. Blast buildings. Squash soldiers. You can shoot out of the turret, or select the tank as a weapon and cause mass destruction with huge explosive shells.

### One player

Rock hard levels with clever computer baddies. Brilliant life-like world. Clever missions. Ace weapons with Rumble Pak.

### Multiplayer

Truly amazing levels. Secret entrances and weapons. Best multiplayer console game ever. Great laugh shooting mates.

### What we think

Best game ever. You must play it. 12 huge levels and three difficulties to keep you occupied. Be playing for years. Fun filled blast fest. Stacks to kill. Big game that takes ages. Why haven't you bought it yet? Go on! Now! Quick!



▲ Play on your own through one of the N64's most challenging one player games.



▲ Or take on yer mates and blast 'em to bits, before they get you. Immense fun.

## We've tested all these Wheels

Get the right set of wheels, and racing games'll be oke. But choose right, they're all a lot of dash...



### LX4 Rumble Wheel

●LMP ●£59.99

This one rumbles when you hit stuff. Good on corners. Two Z-Triggers. Plenty of buttons.



### V3 Racing Wheel

●Interact ●£79.99 ●84%

Change tilt and height. Good D-Pad and Shoulder buttons. Great for Mario Kart.



### Per4mer

●Platinum Sound ●£49.99 ●80%

Cheap 'n' cheerful. Big wheel. Cheesy stickers. Crap buttons on dash but okay value. Go for

this if you can't afford any of the other ones. You'll find a better steering wheel on your mum's Skoda.

### 4VRF1 X-Cellerator

●Blaze ●£69.99 ●84%

Odd shape. Fricky to grip. No D-Pad. Hard to control. Handles badly.

### Top Gear

●Spectra Video ●£69.99 ●90%

Solid feel. Stacks of buttons Smart design. Handles brilliantly. Good gear stick and big pedals. Fake leather wheel cover. Great for racers and the best you can get.

## FIFA 98: ROAD TO THE WORLD CUP 90%



●£54.99  
●Players 1-4  
●Chart 1  
●Memory pak ✓  
●Rumble pak ✓

### What's it about

Another FIFA licensed football fest. Qualify for the World Cup or play as club sides.



### What you'll like

Play as your favourite Premiership side. Win the league! **Check this out** Use Player Edit. Create a superstar. Play in Ball Cam view.

### One player

Great gameplay. Awesome visuals. Pad controls well. Stadiums look realistic. Loads of options. Fan's game.

### Multiplayer

Great fun. Four can play. Nothing better than scoring against a friend in your club's kit.

### What we think

Classy football title. Looks brilliant. Plays great. Alternative to ISS64. Real player names, stadiums and pro commentary. A game for the true football game fan.



▲ England are drawing with Germany. Let's hope it doesn't go to penalties.



▲ Beautiful rendering as Chelsea and Leeds contest a header.



▲ Berkamp tracks back, but Sheffield Wednesday'll never get past David Seaman.

## EXTREME G 84%



●£49.99  
●Players 1-4  
●Chart 1  
●Memory pak ✓  
●Rumble pak ✓

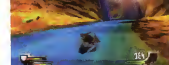
### What's it about

Race lightning fast bikes of the future around gravity bending courses.

**What you'll like** Like high speed leaps. Stomach churning drops and brain twisting loops.

### Check this out

Sheer beauty of space tracks make your jaw drop. Pure G-force.



### One player

It's fast, furious but flawed. Bikes look a bit boring on screen. Graphics are great.

**Multiplayer** A let down. Not enough player battles. Power ups are useless.

### What we think

Your skill level must be high. Using power-ups and nitros properly is key.

## F1 POLE POSITION 64 70%



●£54.99  
●Players 1-2  
●Chart 5  
●Memory pak ✓  
●Rumble pak ✓

### What's it about

Race the 1996 season of Formula One Grand Prix World Championship.

### What you'll like

Driving any of the 22 cars on real tracks with real driver names.

### Check this out

Watch yourself fly up race order as other cars crash out.



### One player

Better racing games out than F1. Too slow. Bad screen update ruins cornering.

**Multiplayer** boring. Slower than one player. Save your cash for F1 99.

### What we think

Bad pop-up and disappointing graphics. Poor handling.

## Extras

### SCART LEAD

●BY: LMP  
●PRICE: £9.99

Gives your N64 an even better picture. Check if your telly can connect though!



### N64 RECORD BAG

●BY: NINTENDO  
●PRICE: £14.99

Transport all your gear around to a mate's house.

### CARRY CASE

●BY: NINTENDO  
●PRICE: £12.99

Keep your control pads safe on the move.



## FIGHTERS DESTINY 90%



- £49.99
- Players 1-2
- Chart 2
- Memory pak ✓
- Rumble pak ✗

### What's it about

Beat 'em up with difference. Special moves, throws earn points to win.

### What you'll like

Pull off flashy throwdowns and specials that rock your opponent.

### Check this out ▼

Knock other fighter out of ring and watch as

they try to drag you over too. Cool explosion effects only N64 can do.

### One player

Moves easy to suss. Characters are crap but ace fighting style. Master Challenge is rock. Plenty to keep you going.

### Multiplayer

Points and ring outs add fun. Massive knock-downs are good buzz. Best N64 fighter so far.

### What we think

Good solid fighter. Smart variation gives extra interest. Lots of moves. Lots of Specials to light up your TV. Decent graphics too.



▲ Careful Fighters hanging on the edge can still pull you over.



▲ Special moves win more points.



▲ Eight stars won and you're through.



▲ Kicking in the head is encouraged.

## LYLAT WARS 93%



- £39.99
- Players 1-4
- Chart 1
- Memory pak ✓
- Rumble pak ✓

### What's it about

Space shooter. Blast 1,000s of ships. Beat bosses. Control spacecraft and tanks.

### What you'll like

Huge aliens. Great control. Brilliant Rumble Pak effects. Awesome visuals.

### Check this out ▼

Independence Day level looks amazing! Screen full of aliens. Stacks to blast at.

### One player

Ace sci-fi game. Like you're in a blockbuster movie. Top levels. Huge aliens and level end bosses. Looks the nads. Ace bonuses.

### Multiplayer

Bit lame, you lose each other. Not enough multiplayer levels. Gets better with tanks.

### What we think

Best shoot 'em up on N64. Lush levels. Movie feel. Great characters. Loads of secrets and sly routes. Top power-ups.

## FIFA 64 67%



- £29.99
- Players 1-4
- Chart 2
- Memory pak ✓
- Rumble pak ✗

### What's it about

Footy. Play any top club side in world. Proper player names.

### What you'll like

Good commentary and loads of management. Transfer market too.

### Check this out ▼

Buy Giggles off Utd and use him to score a hat trick against the Reds.



### One player

Nice graphics. Poor play. Jerky. Avoid! Footy's a team game.

**Multiplayer** Play your mates and beat them on bad footy game.

**What we think** Slack work. Disgrace to footy. Commentary's cool though.

## NEXEN 64 50%



- £49.99
- Players 1-4
- Chart 5
- Memory pak ✓
- Rumble pak ✗

**What's it about** Corridor romp. Dungeons & Dragons style spells 'n' swords.

**What you'll like** Level design and role play style characters are okay.

### Check this out ▼

Use magic axe or sword to turn demons into on-screen ketchup.



### One player

Big but boring. A challenge if you can handle poor graphics. Avoid.

**Multiplayer** Dross. Loads terrible. Levels are crap for Deathmatch. Boring.

**What we think** Crap fuzzy graphics. Poor explosions. Jerky gameplay. Flat boring enemies.

## Famous Five...

Here are our live love motos!

### 1 Skyfall Blast Corps



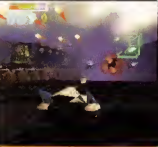
### 2. Porsche 911 GT Club 64



### 3. Tank Goldeneye



### 4. Landmaster LylatWars



### 5. Milk float Top Gear Rally



▲ Another baddie. Like lambs to slaughter.



▲ Lush levels of shoot 'em up glory.



Because we're the only magazine to cover **Game Boy**, this is the place to find out first about games and gear...

## GAME BOY The very latest games and kit to get for your handheld

### Pocket Bomberman

● £19.99 ● Players 2  
● Score 81%  
Platformer with bombs. Link up two GBs and blow up a mate. Good two player fun.



▲ Game Boy 1 and Game Boy 2.  
▲ Bomb yer mate to oblivion.



### Mystical Ninja

● £24.99 ● Players 1  
● Score 72%  
Boring room-a-round adventure. The recently released N64 version is much better.

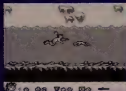


▲ Look! A girl on TV!  
▲ Leave her alone, she has no GB!

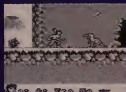


### Turok: Battle of the Dinosaurs

● £19.99 ● Players 1  
● Score 85%  
Big action platformer. Cool animation. Big game. Go and hunt it out.



▲ Heap big game on prairie.  
▲ Blimey! That's no buffalo!



### Bust-a-move 2

● £14.99 ● Players 1  
● Score 92%  
Ace puzzler. Link bubbles to clear levels. Lasts for ages you'll be hooked on the challenge of the different levels.



▲ It looks straightforward...  
▲ ...but you'll play for hours.



### Donkey Kong Land 3

● £24.99 ● Players 1  
● Score 92%  
Perfect platformer. Stars the Kongs. Top graphics. Keeps you coming back for more.



▲ Our chum Kong's steps ahead.  
▲ In the GB's best platformer.



## GAME BOY Gear

### Multi-Boy

● £24.99 ● By Blaze  
Magnifies screen. Big joystick controls. Stereo speakers. Folds away but it's really big... Good, if you like big.

### Battery Pak

● £14.99 ● By LMP  
Play all day with loads of power. And there's nothing worse than your trusty Game Boy running out of juice just when you need it.

### GB Wallet

● £7.99 ● By LMP  
Cool carry case for Pocket GB and 2 games. Amaze your friends. Astound your enemies. Look cool.

### Pocket to GB classic link up cable

● £12.99 ● By Blaze  
(Not shown) Multiplay an original GB with the smaller Pocket version. So if you bought a smaller GB when it came out, you can still get some good use out of the trusty original.

### Pocket to pocket GB link up cable

● £12.99 ● By Blaze  
(Not shown) Allows you to play each other at certain games. Brings an added angle to the dependable Gamer.



## Numbers

Got a query? Phone 'em up.

Acclaim	0171 344 5000
ASCII	01923 202027
Blaze	01802 325225
Del	01785 810810
Electronic Arts	01753 549442
Excitement Direct	01993 844885
Gameplay	0113 234 0444
GT Interactive	0171 258 3791
Interact	01204 706139
Interplay	01628 423686
Konami	01895 953000
LMP	01992 503133
Nintendo Hotline	01703 652222
Ocean	0161 832 6633
THE/Nintendo	01703 653377
T+HQ	01483 767656
UBI Soft	0161 944 9000
Spectra Video	0161 900 0024
Special Reserve	01279 600204

### KILLER INSTINCT GOLD 80%



● £54.99  
● Players 1-2  
● Chart 2  
Memory pak ✓  
Rumble pak X

**What's it about** Fighter in space. Beat eight fighters. Take on boss.

**What you'll like** Great effects. Tons of moves. Thumping tunes. Loads of options.  
**Check this out** Finish Training Mode get extra player outfits. Cool threads, dude.



**One player** Rock hard characters. Brill battles. Massive combos. Hard to beat.

**Multiplayer** Fun one-off multiplayer game. Best to play a season. Fast. Furious.

**What we think** Solid beat 'em up. Top moves and combos, but rock to pull off.

### MACE: THE DARK AGE 79%



● £54.99  
● Players 1-2  
● Chart N/A  
Memory pak X  
Rumble pak X

**What's it about** Gory fist-tastic fighter set in Dark Age.

**What you'll like** Easy combos. Three button fighter. Cool visuals.  
**Check this out** Eye-popping finishes. Gory combos. Great graphics.



**One player** Big finishes are cool. Looks flash. Boring after a bit.

**Multiplayer** Best played with mates. Pretty lame though.

**What we think** Stunning to look at. But only average gameplay.

### MADDEN FOOTBALL 64 89%



● £54.99  
● Players 1-4  
● Chart 8  
Memory pak ✓  
Rumble pak X

**What's it about** Most popular American football game series ever.

**What you'll like** Attention to detail is ace. Controls are dead easy to get into.  
**Check this out** Commentary from John Madden makes it sound like a real match.



**One player** Loads of stats and options. All the teams. Great commentary. Realistic.

**Multiplayer** Plevy of fun. Hard to get good at. Lots of laughs as you learn.

**What we think** Quarterback Club's best looking. Gameplay's the same.

## INTERNATIONAL SUPERSTAR SOCCER

93%



- £34.99
- Players 1-4
- Chart 1
- Memory pak ✓
- Rumble pak X

### What's it about

Arcade football. Play in a cup, league, penalty shoot out or set situations.

### What you'll like

Realistic goal celebrations. Great animation. Rock refs. Injuries and bookings. Incredible game play.

### Check this out ▼

Only football game where you can actually stick a header in the goal's top corner.

### One player

Like watching a real game. Sucks you in. Hard to beat. Takes skill. Brilliant play.

### Multipayer

Awesome. One on one. Two against N64's ace and tough as old boots to beat. Nice to be able to team up with a mate and play the computer.

### What we think

Easy to get into. Loads of tricks to learn. Smart tactics and options. Top of the current league of football sims, and looks to have the staying power of Gary Lineker.



▲ It's all a bit scrappy in the middle of the park. A quick one-two should sort it out.

## MK TRILOGY

56%



- £49.99
- Players 1-8
- Chart N/A
- Memory pak X
- Rumble pak X

**What's it about** It's Earth vs The Outworld in a fight to the death... again.

**What you'll like** Your Fave Mortal Kombat characters together on the N64 for the first time.

**Check this out ▼** Ultra-violent endings. Be nice with Friendship moves.



**One player** Plenty to learn. It's fast, furious and er, rubbish.

**Multipayer** At its best but, it's still crud and a waste of your hard saved reads.

**What we think** Crap. 2D flat fighters. Every MK fighter. Hoot de doo. Big deal.

## MARIO KART 64

90%



- £49.99
- Players 1-4
- Chart 1
- Memory pak ✓
- Rumble pak X

### What's it about

Awesome remake of one of best games ever.

### What you'll like

Tool up red shells and whack competition in multiplayer race.

### Check this out ►

Gigantic and evil Thwomps in Bowser's Castle. Bring headache pills!

### One player

Short cuts. Techniques. Best times to beat. Not as addictive as multiplayer.

### Multipayer

Nothing can beat fantastic four player mode. The best multiplayer game ever.

### What we think

Mario Kart 64 is an awesome race game. Four player mode is the tops.

► Looks gorgeous. Plays beautifully. Totally addictive. Nuff said.

## MULTI RACING CHAMPIONSHIP

85%



- £49.99
- Players 1-2
- Chart N/A
- Memory pak ✓
- Rumble pak X

**What's it about** Rally three courses in custom car. Secret tracks. Short cuts.

**What you'll like** Good challenge. Fast paced arcade look.

**Check this out ▼** Pure speed of cars. Crash with rumble effects. Feels good.



**One player** Three tracks and mirror-mode. Bit dull though.

**Multipayer** The split-screen head to head is fun for a bit. Crap drivers get auto catch up.

**What we think** Not enough courses. Steady race. Keeps you off the streets.



▲ Mario makes tracks as Wario gets taken out by the choo choo! We all laugh!

## MISCHIEF MAKERS

80%



- £49.99
- Players 1
- Chart N/A
- Memory pak X
- Rumble pak X

**What's it about** Weird cutesy mix of puzzles 'n' platform action.

**What you'll like** Oddball game play. Nothing like it. Out on its own.

**Check this out ▼** New weapons that chop scenery up. The levels look ace.



**One player** Well weird. 2D platform romp. No multiplayer. You could grow to like the game's approach though. There really is nothing else like it currently on the console.

**What we think** Tricky to get into. Different but brain-numbing. For individuals.

## MK MYTHOLOGIES

36%



- £54.99
- Players 1
- Chart N/A
- Memory pak ✓
- Rumble pak X

**What's it about** Mortal Kombat action adventure game. In flat 2D!

**What you'll like** Nothing. This is dross. Having teeth pulled out is more fun.

**Check this out ▼** Buckets of blood. More in this than any other MK game.



**One player** It's a big, big piece of poo. Avoid! Playing in your little sister's wendy house with Ken and Barbie would be more enjoyable. And would make a better game. Painless.

**What we think** Crud graphics. Flat characters. Dodgy game play. O'hil

## Best Bundles

Looking to buy an N64? Bundles are the best way to do it. Shop around, there are some great deals.

### HIGH STREET

#### HMV

##### SPECIAL EDITION GOLD N64 ►

Cool Band themed N64 with gold controller, gold HMV 1 Meg memory pak and any game £149.99

**You Save £9.99**

### ELECTRONICS BOUTIQUE

#### WHEEL DEAL

N64 plus VRF1 steering wheel £149.99

**You Save £20.00**

#### DIXONS

N64 with second LMP coloured controller, 1 Meg memory pak and any game £189.99

**You Save £2.97**

### NAGANO WINTER OLYMPICS 80%



- £59.99
- Players 1-4
- Chart 1
- Memory pak ✓
- Rumble pak X

**What's it about** Official Winter Olympics game. Seven sports, 16 different countries.

**What you'll like** Cool and dangerous snowboarding and downhill skiing.

**Check this out ▼** Average 3D. Looks good when you replay mad events.



**One player** Pre-set scores and times are impossible to beat. So gets dull.

**Multiplayer** Multiplayer's fun on some events. Crap on others.

**What we think** Won't last ages. Once you've won gold, the challenge fades.

### NBA HANG TIME 75%



- £49.99
- Players 1-4
- Chart ?
- Memory pak X
- Rumble pak X

**What's it about** Midway's two on two basketball coin-op converted.

**What you'll like** Weird specials and freaky extra moves which bring the crowd to its feet.

**Check this out ▼** Hit three baskets and the flames on your next dunk.



**One player** Design your own players. FX are cool. Funny bits and specials.

**Multiplayer** Good team game. Need to love NBA. Pro is better.

**What we think** Hang Time's fun, but the graphics are very 2D.

### MYSTICAL NINJA STARRING GOEMAN 90%



- £59.99
- Players 1
- Chart N/A
- Memory pak ✓
- Rumble pak X

**What's it about**

Action, adventure and puzzle solving. Mario meets role play.

**What you'll like**

Loads of variety. New spells and weapons all over the shop.



▲ Take that, strange-faced clown dude! Weapons to make your eyes water.



▲ Excellent game play and tough bosses make for a platform stompin' winner. Check it out.

**Check this out ▼**

Control gigantic robot Goeman. Crush buildings and baddies.

**One player**

Bit easy. Sammy in places. Role play fans'll love it.

**What we think**

3D could be better. Still top though. Plenty of surprises along the way to keep you amused.



▲ Jump over platforms! Avoid boxes!  
▼ The wee lad busy earning his NOM 90%.



## MAIL ORDER

### SPECIAL RESERVE NINTENDO 64 PRO PACK

N64 plus Comp Pro second controller and 8mb memory pak £129.99

**You Save £17.99**

### EXCITEMENT DIRECT

#### MASTER BLASTER PACK

N64 with gold controller. Rumble Pak with 256k memory pak and Goldeneye £143.99

**You Save £22.99**

### GAMEPLAY

#### GOLDENEYE PACK ▼

One of the better bundles available at the moment on mail order. You get the limited edition gold controller N64 plus Goldeneye.

You pay £129.99

**You Save £20**



### NBA PRO 98 85%



- £49.99
- Players 1-4
- Chart N/A
- Memory pak ✓
- Rumble pak X

**What's it about** It's basketball, innit? Slam dunks NBA Hang Time.

**What you'll like** Trading players with other teams. Loads of tactics.

**Check this out ▼** Level of detail in gameplay. Looks great close up and far away.



**One player** Best graphics. Great super-teams to make. Play a season. Great.

**Multiplayer** Plays really well. Score flash Slam Dunks. Rub a mate's nose!

**What we think** Best N64 basketball game. Into NBA — into this.

### NHL BREAKAWAY 98 88%



- £49.99
- Players 1-4
- Chart 8
- Memory pak X
- Rumble pak X

**What's it about** Serious ice hockey sim. More tactics than Gretzky games.

**What you'll like** It's ultra realistic. Run team for a season and deal with injuries.

**Check this out ▼** Graphics aren't too sharp. Animation is really realistic.



**One player** Seasons take ages. Loads to do. More than just an ice battle.

**Multiplayer** Fun one-off multiplayer game. Best to play a season.

**What we think** Plays great and content's massive. Loads of management.



## OLYMPIC HOCKEY 81%



- £49.99
- Players 1-4
- Chart 5
- Memory pak ✓
- Rumble pak X

**What's it about** Same as Wayne Gretzky 98, but now features countries, not NHL teams.  
**What you'll like** Fast action arcade. Absolutely ace multiplayer.  
**Check this out** Superb game play and the same cool commentary.



**One player** Ages to complete. Plenty of options for longer play.  
**Multiplayer** Fun but no skill. Waste of money. Great for four. Try it two a side for war.  
**What we think** Best ice hockey sim on any system. Get yer skates on.

## PILOT WINGS 64 84%



- £49.99
- Players 1
- Chart 3
- Memory pak X
- Rumble pak X

**What's it about** Fly aircraft, hang-gliders, copters, round islands. Earn your pilot's license.  
**What you'll like** The go-smacking graphics. Check out Mario's head in Little States.  
**Check this out** Mario on Mount Rushmore. Shoot his face for a surprise!



**One player** More you put in, more you get out. Loads of new stuff to find. Don't expect an immediate fix though, it's a game that needs a little patience, but does reward.  
**What we think** Slow but beautiful. Brilliant once it's got you. And it will.

## Famous Five... Summer Scenes

Here are our five fave seaside stunnahs

### 1 Koopa Troopa Beach

Mario Kart 64

### 2 Pirate Lagoon

Diddy Kong Racing

### 3 Sunset Bay

WaveRace 64

### 4 Little States

Pilotwings 64

### 5 Beach

Top Gear Rally



## We've tested all these Memory Paks

256K is smaller than 1 Meg.  
 1 Meg is smaller than 4 Meg.  
 So the bigger the memory, the more saves you can make. But bigger memory cards cost more...

### Nintendo Controller Pak

- £14.99
- £256K
- Solid quality. It's Nintendo, it's the best. It won't go wrong!



### N64 Memory Card

- Spectra Video
- £12.99
- 1 Meg

Big memory. More saves. Good value



### N64 Memory Card

- Spectra Video
- £6.99
- £256K

Cheap and cheerful



### 256K Memory card

- Joytech Europe
- £7.99
- Different colours



### 1 Meg Memory card

- Joytech Europe
- £9.99
- 1 Meg

Good value. 7 colours



### LX4 Memory Pak

- LMP
- £9.99
- £256K

Pricy for amount of saves



### LX4 Memory Pak

- LMP
- £17.99
- 1 Meg

Most expensive 1 Meg



### 1 Meg Memory

- Datel
- 1 Meg
- £14.99

6 colours. Sturdy pak



### 4 Meg Memory

- Datel
- 4 Meg
- £29.99

Massive memory. Big price



### Ultra 64 Memory Pak

- Blaze
- £256K
- £9.99

Good quality pak



### 1 Meg Ultra 64

- Blaze
- 1 Meg
- £14.99

6 colours. Good pak



## SAN FRANCISCO RUSH 74%



- £49.99
- Players 1-2
- Chart 6
- Memory pak ✓
- Rumble pak X

**What's it about** Pile around San Fran in cars. Rack points. Find secret routes.

**What you'll like** Day graphics. Not much else to shout about.

**Check this out** Corner so badly turns your car into a huge fireball.



**One player** Frustrating. Annoying. Sluggish control and badly designed tracks.

**Multiplayer** Fun but no skill. Waste of money. You'll want more of a challenge.

**What we think** Sloppy handling. Bit of a crap coin-op conversion.

## SHADOWS OF THE EMPIRE 81%



- £49.99
- Players 1
- Chart 6
- Memory pak X
- Rumble pak X

**What's it about** Star Wars space game. Fly space ships. Fight Stormtroopers.

**What you'll like** Star Wars universe? Awesome snow battle. Huge baddies.

**Check this out** Blow up the AT-ATs at the beginning. Looks like the movie!



**One player** Levels are hit and miss. You'll still love playing to the end. No multiplayer. D'oh! Only for those with a deep love of Star Wars, which may just save it for you.

**What we think** Different game styles confusing. But if you love Star Wars...

## N64 Joypads



We've tested all these pads to bits

There are loads of joypads out there. Nintendo's very own official pad is a pretty hard act to follow.

But some of the ones here could work better for you when you're playing fighting or shooting games.

Oh, and if you're left handed, you'll find some easier to use than others.



### Official N64 controller

● Nintendo ● £29.99

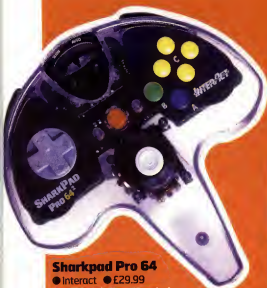
They invented it. It's the very best



### Competition Pro

● Powerplay ● £29.99

Good D-pad and four shoulder buttons



### Sharkpad Pro 64

● Interact ● £29.99

Ace 3D stick. Great for platformers



### Superpad 64

● Interact ● £19.99

Great for left handers into fighters



### Makopad

● Interact ● £24.99

Cool pad for left handers. Good for shooters



### Trident Pad

● Spectra Video ● £19.99

Cheap, but works well enough.



### Superpad 64 Plus

● Interact ● £19.99

Best value for money pad



### LX4 Controller

● LMP ● £24.99

Cheap and cheerful. The new version's better

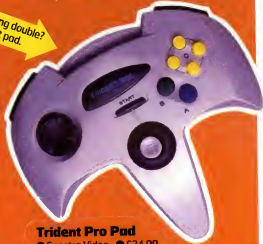


### Arcade Shark

● Interact ● £39.99

Pricy. Amazing for beat 'em ups

Think you're seeing double?  
Well it's a different pad.



### Trident Pro Pad

● Spectra Video ● £24.99

Kinda like the Trident Pad, but more buttons.

## SNOWBOARD KIDS 70%

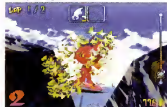


- £39.99
- Players 1-4
- Chart 1
- Memory pak ✓
- Rumble pak X

**What's it about** Cute snowboarders. Comedy characters and loads of pick-ups.

**What you'll like** Easy to play. Plenty of moves and stunts to learn.

**Check this out** Pull off awesome stunts midway through a race.



**One player** Not enough challenge. Different characters are fun... for a bit.

**Multiplayer** Different weapons make multiplayer fun. Not Mario Kart or DKR though.

**What we think** Not enough courses. Get bored quick.

## TETRISPHERE 86%



- £39.99
- Players 1-2
- Chart 7
- Memory pak X
- Rumble pak X

**What's it about** 3D Tetris battling block shuffler. Strain your brain.

**What you'll like** Hey! It's Tetris. It's addictive. Loads of new features too.

**Check this out** Cool 3D gameplay. Release robot trapped in sphere.



**One player** Plenty to keep you busy. Five different games. Head to heads vs computer.

**Multiplayer** Excellent two player. Different styles of game. Keeps you coming back.

**What we think** Tough challenge. Loads of levels. Bit dull for N64.

## TOP GEAR RALLY 85%



- £49.99
- Players 1-2
- Chart 5
- Memory pak ✓
- Rumble pak ✓

**What's it about** Burn around rally courses in awful weather.

**What you'll like** Real handling. Realistic driving simulation. Big challenge.

**Check this out** Brilliant cars, gorgeous tracks and ace weather effects.



**One player** Got no mates? Play split-screen against computer.

**Multiplayer** The graphics are still great. Less detail. Always dark or foggy.

**What we think** Cool, well rounded driving game. Loads of cars and set-ups. Lots to do.

## NFL QUARTERBACK CLUB 98



- £49.99
- Players 1-4
- Chart 4
- Memory pak ✓
- Rumble pak ✓

**What's it about**

Scrap in the Superbowl or just play normal American footy.

**What you'll like**

Stunning graphics. Great gameplay. Bone crunching tackles.

**Check this out**

Play wicked tackles when you've totally taken another player out!



## 91%

**One player**

Win season. It's a rock-hard challenge.

**Multiplayer**

Awesome four player. Score touch downs. Batter friends.

**What we think**

The best looking American footy game you can get. But it's not just a pretty face. Go on your own, or mash your mates. Hut, hut, hut!



▲ X marks the spot. The spot where the biggest, ugliest linebacker's aiming to hit you like a ton of bricks any second now.



▲ Wait for the release...



▲ ... then punt it upfield as far as you can.

## QUAKE 92%



- £49.99
- Players 1-2
- Chart 1
- Memory pak ✓
- Rumble pak ✓

**What's it about**

Kill tons of monsters with some of the most rock hard weapons ever.

**What you'll like**

Creeping along corridors watching for surprise attacks. The adrenaline will flow.

**Check this out**

Boss that attacks you out of lava pit.

**One player**

Ace effects. Big, smart levels. Massive weapons. Rock hard bosses and baddies.

**Multiplayer**

A right lift. Smile as you blow a mate away.

**What we think**

Great game. You must play it. You'll love it.



▲ Monsters'll attack you from anywhere...  
▲ ... 'til you dish out some bloody double-barrelled justice. It ain't pretty!



## Charts

N64 UK Chart



- 1 Goldeneye
- 2 Fighters Destiny
- 3 Snowboard Kids
- 4 WCW Vs HW0
- 5 Diddy Kong Racing
- 6 Shadows of the Empire
- 7 Super Mario 64
- 8 Tetrisphere
- 9 Cruis'n USA
- 10 ISS64

## My Top Ten

Guess the next Top Ten, and you can win a cool chrome memory pak from HMV

This month's winner is Roy Baines from Brighton.



## Send your Top Ten to

My Top Ten  
Nintendo Official Magazine  
Emp Images  
37-39 Millharbour  
Isle of Dogs  
E14 9TZ

## WAVERACE 64 83%



- £54.99
- Players 1-2
- Chart 1
- Memory pak ✓
- Rumble pak X

**What's it about** Ride super-powered jet skis. Race around water courses. Pull stunts.

**What you'll like** Wave Race 64 is fast. Loads of variety. Gorgeous water effects.

**Check this out** The way the water throws your jet bike around.



**One player** Loads of challenge. Time Attack. Stunts. Mirror tracks. Loads life.

**Multiplayer** Excellent multiplayer fun! Smash a mate into the drink.

**What we think** Fast, original and fun. Loaded with features. Control takes time to learn.



## WCW VS NWO

86%



- £54.99
- Players 1-4
- Chart 2
- Memory pak ✓
- Rumble pak ✓

**What's it about** Big men in silly outfits beat the hell out of each other in fab 3D.

**What you'll like** Every wrestling favourite. Over 40 fighters!

**Check this out ▼** Mass bundles in the Battle Royal and loads of weapons to bash other fighters.



**One player** Plenty of competitions. Loads of moves. Keep wrestle mongers happy.

**Multiplayer** WCW Vs NWO is best when there's four of you going head to head in a major brawl.

**What we think** For wrestling fans. Suffers slow-down.

## WAYNE GRETZKY'S 3D HOCKEY

81%



- £49.99
- Players 1-4
- Chart 5
- Memory pak ✓
- Rumble pak ✓

**What's it about** All-action ice hockey sim. Gretzky stars, helped make game.

**What you'll like** Dead easy to get into. Ace multiplayer.

**Check this out ▼** Superb sound and commentary.



**One player** Ages to complete. Plenty of options for longer play.

**Multiplayer** Fun but no skill. Waste of money. Great for four. Try it two a side for war.

**What we think** Best ice hockey sim available on any system.

## YOSHIS STORY

88%



- £49.99
- Players 1
- Chart 1
- Memory pak ✓
- Rumble pak ✓

**What's it about** Six Mario dinosaur buddies team up to deal with Baby Bowser.

**What you'll like** Discover secret levels and challenges hidden away.

**Check this out ▼** Yoshi's army of cute pals who turn up to give him a hand. Top tunes.



**One player** Beat Baby Bowser and there's still loads to do. Go through level and find all the secret Yoshi's. Still challenges weeks on, to find every heart and melon.

**What we think** Old fashioned look but, it doesn't affect the gameplay.

## SUPER MARIO 64

95%



- £49.99
- Players 1
- Chart 1
- Memory pak ✓
- Rumble pak ✓

**What's it about**

The ultimate Mario platformer. Loads of secrets. Sub-games. Huge baddies. Amazing 3D!

**What you'll like**

Everything! Amazing mini-games.



▲ Baby Bowser in glorious 3D technique.

**Check this out ▼**

Big Bowser! You run into him three times in the game — and he's bigger and badder than ever.

**One player**

Challenging and brilliant. Mouth gaggingly good. Mario looks better than ever before, with game play that'll keep you coming back for more.

**What we think**

Amazing. Loaded with secret levels and puzzles. Pure gold.



▲ P.p.p pick up a penguin. This cool character helps out our hero in another of the beautiful looking levels.



▲ Dizzy heights and cool landscapes mean you won't look down for hours.

## Rental Chart

N64 UK Chart

**BLOCKBUSTER**

- 1 Goldeneye
- 2 Fighters Destiny
- 3 Snowboard Kids
- 4 WCW Vs NWO
- 5 Diddy Kong Racing
- 6 Shadows of the Empire
- 7 Super Mario 64
- 8 Tetrisphere
- 9 Cruis'n USA
- 10 ISS64

## Cool Rentals

We reckon you should check out Fighters Destiny ▼, best N64 fighter. Goldeneye, best to play with mates or Mario Kart, best multiplayer racer.



▲ Give Grandma a good beating with a night in with Fighters Destiny. She'll spit out her falers...

## TUROK: DINOSAUR HUNTER

90%



- £39.99
- Players 1-4
- Chart 2
- Memory pak ✓
- Rumble pak ✓

**What's it about**

Doom with dinos. Loads to see and blast.

**What you'll like**

Heaps of really cool weapons. Loads to kill.

**Check this out ▼**

Get your mitts on the Chronosceptre and flatten the big boss.

**One player**

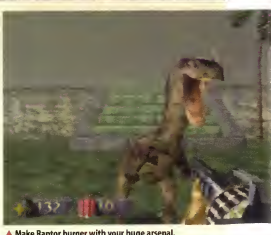
Turok's tough. It takes ages. But one of the better games to launch the N64 with. The weapons are awesome, with explosives which flatten areas as far as the eyes can see.

**What we think**

It's good but there are better. The settings are nicely done, and the soundtrack helps the adrenaline to flow freely.



▲ In yer face enemies. ▼ Dino goes extinct, with help from Mr Magnum.



▲ Make Raptor burger with your huge arsenal.

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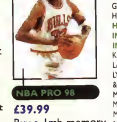
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**£40.99**  
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# NINTENDO 64 Official tips

✓ We promise that every tip and cheat has been tested by our expert Nintendo team. They will only tell you tips and cheats that they know will work and that's guaranteed!

## Hints, Tips and Cheats

Diddy Kong Racing p59  
Doom p61  
Duke Nukem p59  
Extreme G p60  
FIFA RttWC 98 p60

Fighters Destiny p61  
Goldeneye p59  
Hexen p61  
Mario Kart p58  
NBA Pro 98 p61

Quake p58  
Snowboard Kids p60  
Tetrisphere p60  
Turok p61  
Yoshi's Story p58

## Tips Service

Ask us a question...  
... or tell us the answer p61

## High Scores

How high can you try? p64

## Yoshi's Story

Find the Black and White Yoshi's and keep 'em

If you have a black or white Yoshi still alive when you beat the game, you'll see a different ending.

But you can't have both of 'em. Also if you have one and complete the Story, when you start a new game you can choose 'em straight away.

**WARIO'S WINNER!**  
Paul Ord,  
West Midlands



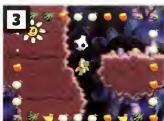
### Black Yoshi



▲ Page 2, Level 1, Bone Dragon Pit. Go all the way to Miss Warp 4. Just to her left is a Turbo Tulp. Lick and shoot up to a little ledge.



▲ Burst the Mystery ball there to get a large egg.



▲ Complete the level and you can choose the Black Yoshi.

### White Yoshi



▲ On Page 3, Level 2, The Tall Tower. Go to top of first section and into second. Jump below the first flying leaf to Miss Warp 2.



▲ Just left is a Mystery Ball. Break to find a white egg.



▲ If you complete the level with the white egg it will become a White Yoshi.



## Be a winner with Wario!

Stuck on a level, or just found out an ace way to win a Deathmatch or bash a boss? Well, we wanna hear from you. Just send in the envelope over the page. It's free, and the best tips win prizes!!

If your tip, cheat or code is printed you'll win an N64 MakoPad and Tremor Pack from Interact.

**INTERACT**



## Mario Kart

Be first past the finishing line with these ace techniques

### Banana trick



▲ If you hit a banana peel, hold the brakes. If a little musical note appears above your character, you've escaped the skid! Nicely done.

### Mega jump



▲ If you're using a Turbo Mushroom and are coming up on another player fast, just before you hit 'em, press Jump and you'll fly over 'em like a bird!

## Quake

Invincibility and all weapons

**WARIO'S WINNER!**  
Dominic Toomy,  
Manchester

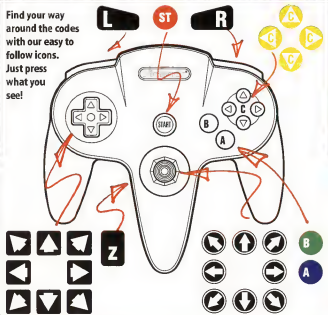
Hey, this is a cheat mode and it may spoil your game. If you wanna cheat just hold the page up to a mirror to reveal the secrets. Easy!

At the Password Entry screen, type in the Password. The game will state that the Password is not good but carry on. Then go into Options and you will see a new feature called the Debug Menu. Go into this and check off your preferred cheat. You will now have access to the cheat.



## Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



## Goldeneye 007

The time codes you need to get all the cheat options

### Time codes

Complete the following levels on the right difficulty setting within the stated time and all these features'll be yours!

Level	Feature	Difficulty	Time
Dam	Paintball Mode	Secret Agent	2:40
Facility	Invincibility Agent	00 Agent	2:05
Runway	Big Heads	Agent	5:00
Surface1	Grenade Launcher x2	Secret Agent	3:30
Bunker1	Rocket Launcher x2	00 Agent	4:00
Silo	Turbo Mode	Agent	3:00
Frigate	No Multiplay Radar	Secret Agent	4:30
Surface2	Tiny Bond	00 Agent	4:15
Bunker2	Throwing Knives x2	Agent	1:30
Statue	Fast Animation	Secret Agent	3:15
Archives	Invisibility	00 Agent	1:20
Streets	Enemy with Rockets	Agent	1:45
Depot	Slow Animation	Secret Agent	1:40
Train	Silver PP7	00 Agent	5:25
Jungle	Hunting Knives x2	Agent	3:45
Control	Infinite Ammo	Secret Agent	10:00
Caverns	RCP-90 x2	00 Agent	9:30
Gardle	Gold PP7	Agent	2:15
Aztec	Lazer x2	Secret Agent	9:00
Egyptian	All Guns	00 Agent	6:00



▲ Shoot! You know ya wanna!  
 ▼ We always knew Bond was an ol' big head.



## Duke Nukem

Level select, invincibility and weapons

Hey, this is a cheat mode and it may spoil your game. If you wanna cheat just hold the page up to a mirror to reveal the secrets. We've put the control pad codes in to make it easier.

### Cheat Menu

You must get this up on the Main Menu screen before getting any of the other cheats. Press [C] [B] [A] to see the Cheat Menu above. Now you can put in the others.

### Level select

On the Main Menu screen with the Cheat Menu up press [C] [B] [A] then go into the Cheat Menu and choose your level.

### Monsters off

On the Main Menu screen with the Cheat Menu up press [C] [B] [A] then go into the Cheat Menu and choose your level.

### Invincibility

On the Main Menu screen with the Cheat Menu up press [C] [B] [A] then go into the Cheat Menu and choose your level.

### All weapons

On the Main Menu screen with the Cheat Menu up press [C] [B] [A] then go into the Cheat Menu and choose your level.

## Diddy Kong Racing

Still crowned the best cutesy racer on this planet!

All you have to do is enter these codes at the Code Entry screen. Don't forget to turn 'em on afterwards. Yowza, yowza!!

**WARIO'S WINNER!**

Daniel Sohrabkhani, Brighton

### Codes

All Balloons Are Blue  
 Huge Characters  
 Same Speed On All Surfaces  
 Maximum Item Power-Up  
 Music Test (Check Audio Options)  
 No Speed Zippers  
 Tiny Players  
 Credits Screen  
 Two Player Adventure Mode  
 All Balloons Are Green  
 All Balloons Are Rainbows  
 All Balloons Are Red  
 All Balloons Are Yellow  
 Change Horn Sounds  
 Computer Can't Use Weapons  
 No Bananas In Multiplayer Mode  
 Unlimited Bananas  
 Speed Burst

ROCKETFUEL  
 ARNOLD  
 OFFROAD  
 FREEFORALL  
 JUKEBOX  
 ZAPTHEZIPPERS  
 TEENYWEENIES  
 WHODITHIS  
 JOINTVENTURE  
 TOXICOFFENDER  
 OPPOSITESATTRACT  
 BOMBSAWAY  
 BODYARMOR  
 BLABBERMOUTH  
 BYEBYEBALLOONS  
 NOYELLOWSUPP  
 VITAMINB  
 BOGUSBANANAS



▲ Teeny weeny characters. You'll have to squint to make 'em out.

▼ Huge characters. Easy to see. One for when you race your Grandparents!



**We've scoured the games globe for the very best tips for the N64. Drum roll please — here they come.**

**31 extra deathmatch characters**  
Enter this code when you're choosing  
Multiplay characters, it seems long  
but you don't have to do it very  
quickly.

1. Hold **L** + **R** and press **+**
2. Hold **L** and press **+**
3. Hold **L** + **R** and press **+**
4. Hold **L** and press **+**
5. Hold **R** and press **+**
6. Hold **L** + **R** and press **+**
7. Hold **L** and press **+**
8. Hold **L** + **R** and press **+**
9. Hold **L** + **R** and press **+**
10. Hold **L** and press **+**

**Make Opponents Faster**  
Enter this code at the Code Entry screen: TIMETOLOSE



▲ DKR: speed up your enemies.

**Pop bubbles without eggs**  
Just hit a bubble with Yoshi a few times and it'll burst itself.

**Secret bikes, secret course**  
Enter the code 81GGD5 to unlock all the normal bikes, the hidden bikes called Roach and Neon as well as the hidden bonus track.

**Never lose!**  
If losing against the computer, go to the Controller Select screen and change your controller to the other side. Score loadsa goals then switch back to the side you were first. The whistle blows, you've won the game!

Go into Player Edit mode, pick Japan and enter NORIE as the new player name. Then go to the Round Select screen in Road To The World Cup and press **Y** + **△** + **○** together. You'll then see a new screen, choose from A to G to see eight different endings.



Put these in when you're on the Player Edit screen. Just pick a player and change their name. Make sure the letters are all CAPITALS! Look! Pen & Ink mode.



Feature	Team	New Name
Ghost Players	Slovakia	LASKO
Faster Mini Players	Vancouver	KERRY
Warp to World Cup Round One	Vancouver	ANATOLI
Warp To World Cup Round Two	Japan	YUJI
Unlimited Player Attribute Points	Vancouver	DAVE
Dive Is A Foul	Los Angeles	OSCAR
No Stadium/Faster Gameplay	Any Team	CATCH22
Pen & Ink Mode	Capadia	MARC

The internet is buzzing with rumours about a cheat to play with an All Stars team including our very own Mario, Mortal Kombat's Goro, Tomb Raider's Lara Croft and Sonic The Hedgehog! Yeah, right! Only fools would try this.



▲ Just us messing around, this cheat CAN'T be done! Don't even bother.

You can pick up the  
dog 'n' bone and  
speak to the  
Nintendo Official  
Magazine team  
on **June 3rd** or  
**June 17th**  
between 3.30-  
5.30pm only.  
We'll sort out  
your gaming  
problems.

At Christmas I got an N64 with Mario Kart 64, ISS64 and Waverace and would like to know if there are any cheats?  
*Danai Murray, N Ireland*

In a recent issue you published all the cheats for Top Gear Rally except the one to get the Milk Truck, can you help?  
*Chris Adams, London*

On the back of the Goldeneye box there is a strange gun which looks like a cross between a KF7 Soviet and an RCP90. I and I haven't found it in the game. Can You help?  
*Janathan Walter, Kent*

If you know the answer to any of these problems write in. You might win a Mako Pad Controller or a Memory Pak!



**Crack one the N64's most challenging brain teasers.**

### Secret characters

At the New Name screen, press **1**

### Hidden tunes

At the New Name screen, enter  
G:\alien head\MEROV

**Hidden game**  
At the New Name screen, enter LINES.



▲ Is this your brain after a few levels?

## All tracks, boards and characters

Hey, this is a cheat mode and it may spoil your game. If you wanna cheat just hold the page up to a mirror to reveal the secrets.

You should hear a kiddy  
 shouting 'yeah' if you've done it  
 properly. Cool.

At the start screen which gives you the option of starting a game, pressing or pointing at this code



◀ Now you can race as Shinobi on any of the hidden tracks.



**Free envelope**

▲ 6. Stick down along the side ▲

▼ 5. Fold along this line ▼

RESPONSE LICENCE No.  
LON19172

2



**Nintendo Official Magazine Cheats**

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▲ 4. Fold along this line ▲

▼ 2. Fold along this line ▼

▼ 1. Cut along this line only ▼

▼ 3. Fold along this line ▼

**Don't put ANYTHING in this envelope!**



PC  
CD  
ROM

# is it flood it?

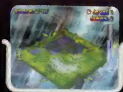


"IF YOU  
THOUGHT TETRIS WAS  
GOOD, WAIT 'TIL YOU GET A  
LOAD OF THIS!"

**91%** **Nintendo**  
ENTERTAINMENT WEEKLY

"IF YOU'RE A FAN OF THE GENRE  
THEN BUY THIS GAME IMMEDIATELY.  
IF NOT, THEN BUY IT ANYWAY!"

**93% TOTAL 64**



No. But it does soak up hour after hour of your spare time. Wetrix drops you and your friends into a world of constant excitement and non-stop challenges. Incredible effects and rapid level pacing delivers a game that kicks other games into touch.

## Wetrix

DROP EVERYTHING

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**ocean**



# Bomberman

We show you how to rip through Black Fortress and Rainbow Palace and find all the secrets!

## Contents

### Level Tactics

- ✓ Find all Gold Cards
- ✓ Quickest Route
- ✓ Beat Target Times
- ✓ Kill the Bosses
- ✓ Reach Rainbow Palace

**WE SAID** New players'll enjoy this but fans'll be in for a rude awakening.

### Bomberman 64 past blasts

**Issue 64** Review  
**Issue 67** Green Garden and Blue Resort Tipped  
**Issue 68** Red Mountain and White Glacier Tipped  
**THIS ISSUE**, Page 114  
 Exclusive news on Bomberman Hero

## The power-ups

Get your sticky mitts on these little beauties

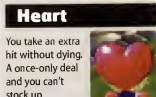
There are seven icons to pick up. All of 'em will help your quest in different ways. Here's what each one'll do...



◀ Cmon Bomber, light my fire...

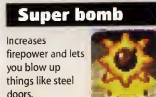
### Fire

Increases explosion area. A regular bomb can be increased to level three.



### Heart

You take an extra hit without dying. A once-only deal and you can't stock up.



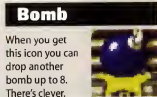
### Super bomb

Increases firepower and lets you blow up things like steel doors.



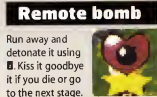
### Gold cards

Five hidden gold cards are on each stage mode. Collect all 100 for the secret world.



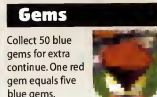
### Bomb

When you get this icon you can drop another bomb up to 8. There's clever.



### Remote bomb

Run away and detonate it using . Kiss it goodbye if you die or go to the next stage.



### Gems

Collect 50 blue gems for extra continue. One red gem equals five blue gems.



## Black Fortress Stage one

Bomb yer way to the exit, and grab all the gold cards

### How to reach the exit



**1** Walk across blue platforms, go under right tunnel and to next room.



**2** Walk over next room using platforms and go down through tunnel.



**3** Walk round on red platforms and then into final door.



**4** Blow up boxes for power-ups. Go to round symbol.



**5** Stand near bottom, kick bombs into centre of boss.

**6** When he blows up destroy side guns. Now you can go in search of the lovely gold cards.

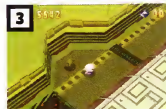
### Where are the gold cards?



**1** Go into second room, blow up lamp and get gold card.



**2** Go to back of fourth room and get second gold card in lamp.



**3** Go to other side of room, blow up pole and get next gold card.



**4** Get fourth card by killing 30 enemies. Finish in target time to get fifth gold card.

# man 64

Part 3

## Stage two

Has a tricky boss. May take a couple of attempts

### Where are the gold cards?

Defeat boss within target time. Watch for his attacks, he'll shoot you with missiles, so run and blow up a few bombs behind you to get rid of 'em.

He may also send a bunch of satellites out to get you or lock on with his machine guns. Nasty piece of work.



▲ Follow the sequence. First destroy left gun.



▲ Then aim right and blow up right hand gun.



▲ Get rid of the nasty grey cloud that floats towards you.



◀ Destroy front gun. That nailed him!  
▼ Blow him up inside target time.



### Quick tips



Pick a bomb up quicker by pressing the **○** and **○** buttons together. The quicker you grab bombs, the quicker your shell shocked buddy'll be able to lob 'em!

◀ Oh, lovely bombs! Beautiful bombs!

## Stage three

Switches, tiles and lifts. Use yer noggin.

### How to reach the exit

This is a complicated level with lots of tricky switching that must be done in order to succeed.



▲ Open bridge with switch, go up stairs on left and step on second switch.



▲ Pick up bomb in left box, tile step in time with green light and go in lift.



▲ Step on switch, go in lift, destroy boxes and take next lift.



▲ Hit second switch, go straight on, hit next switch.



▲ Hit first switch, walk left and up in lift. Going up!



▲ Blast open door and cross platforms to exit. Run lil' bomb buddy, run!

### Where are the gold cards?



▲ Take lifts to second level and destroy box on right for gold card.



▲ Hit switch three, go to back of room and bomb box to get gold card.



▲ Go back to first card, step on switch at back of room and go up in lift.



▲ Drop down on far side, use bombs to bounce across and take lifts to top platform. Now go on search of the lovely gold cards.



▲ Cross over bridge, step on switch and bomb objects on left to get gold card. Kill 30 enemies to get next gold card. Beat target time to get last gold card.



## Stage four

**One main task. Defeat tough boss Altair**

Defeat Altair in battle before target time runs out. Watch out for his sidekick 'cos just one hit by his laser'll kill you.

He's likely to disappear when you let off a bomb near him and he'll run round dropping bombs all over the shop so watch your step. If you hit Altair, his sidekick'll join him.

### Where are the gold cards?



▲ Bounce pumped up bomb on Altair. You need to start with a strong hit.



▲ Hit Altair with the blast from an exploding bomb.



▲ Stun him with pumped up bomb. Keep at it, you're almost there.



▲ Explode pumped up bomb next to him. Eat TNT scum!



▲ Destroy him before the target time runs out.

### Quick tips



▲ Talk to Sirius if you see him. He is very wise and his advice will certainly help.



▲ If you're seeing stars turn the 3D Stick round quickly to get up.

### Quick tips

Get the fourth gold card by killing 30 enemies.

The best way is to take out groups of enemies with pumped up bombs to get multiple kills and get the card quicker.



► Use pumped bomb for mega deaths!

## Rainbow Palace Stage one

**A keen eye and a good shot'll see you through this one**

### How to reach the exit

Activate the red switch in the second room by bouncing up to it with normal bombs.

Bounce round the platforms on the edge of the level and go out the exit door.



► Walk over the rainbow and blow up pillars for remote bombs.



▲ Walk over to the ledge in front of the exit.



▲ Kick bombs to get to the switch at top.



▲ Drop down and stand two ledges from the exit.



▲ Throw pumped up bomb and small bomb at exit.



▲ Jump off ledge and bounce to exit. You're on to the next challenge.

### Where are the gold cards?



▲ In second room blow up centre pillar for gold card.



▲ Stand on edge of platform and throw pumped up bomb to platform.



▲ Throw small bombs to platform and bounce three bombs on big pillar.



▲ Bounce off bombs and go round to get gold cards on left and right of exit.



▲ Kill 30 enemies and beat target time to get the gold cards.

## Stage two

### It's a guessing game to splat Spellmaker

The boss you'll come across is Spellmaker. Kill him by exploding bombs on his shadow, not his body. The best thing to do is let Spellmaker approach you and then let him fly off.

Guess at where he'll land and throw a pumped up bomb there.

#### Where are the gold cards?

1



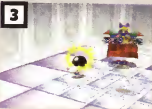
▲ The first gold card is free so nab it.

► Wait for him to show the Purple Blade card. Now he's history.

2

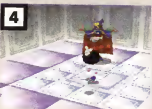


3



▲ Throw a bomb at him when he lands.

4



▲ Guess where he'll go next.

5



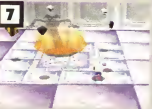
6



▲ Pump up another of your bombs.

◀ If his head is in the ground, let a bomb off and get gold card.

7



▲ Stay by the bomb as long as you can.

8



▲ Bomb it just as his fingers rise.

9



▲ Use red bombs to get the last cards. See, it's easy peasy!

## Stage three

### Keep yer steps small, and the level will be yours

Activate the switches in each corner of the first room to open the exit door. The secret to this level is the small steps.

Bounce pumped up bombs on them to reach the next level. Watch for the blue enemies 'cos they take more hits.

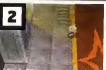
#### How to reach the exit

1



▲ Blow up two pillars by exit to get two gold cards.

2



▲ Destroy block on the left of the steps.

3



▲ Kill 30 enemies and beat target time for gold cards.

#### Where are the gold cards?

1



▲ Go to steps. Use pumped up bombs...

2



... and 2 normal bombs to reach first step.

3



▲ Bounce across. The wee laddie, he loves a good bounce, he does.

4



▲ Use normal bombs to bounce to two switches.

5



▲ Throw normal bombs to get across.

6



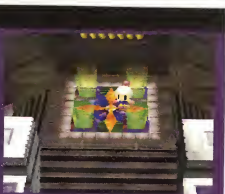
▲ Use normal bombs to get switches.

#### Quick tips

Complete a stage before the Target Time runs out to get the fifth gold card.

This may take a bit of practice, but you'll get there.

► Get your butt in gear, and the fifth gold card'll have your name on it.



## Quick tips



Yellow clock numbers mean you're inside Target Time.

For massive damage pump up a bomb by tapping **B** when it's in your hands.



Use **B** to lob a bomb towards an enemy. Blastarama!



Use various strengths on the 3D Stick for further throws.



Remote bombs won't detonate 'til you hit **B**.



Stun an enemy by landing a bomb on his head.

## Multiplayer tips

### Take on yer mates and turn 'em into custard

There's so much to do in battle mode Bomberman 64 that we thought we'd give you loads more multiplayer tips. Now you'll be able to keep a cool head and thrash yer mates. With style.



Throw a bomb into an explosion to cause a chain reaction and massive damage.



Hide bombs behind pillars in Rock Garden world so that others can't see 'em.



Normal bombs are best to use 'cos they're quick and easy. Keep it simple and you'll win.



Throw bomb on their head and grab 'em. Throw 'em over side or into bomb.



Press **B** repeatedly to pick a bomb up if it's kicked at you. Throw it back to send 'em flying.



On Field of Grass stay in brown area and kick bombs into grass so they're hard to see.



On Greedy Trap get four bombs, go to edge, kick bombs so they can't use stairs.



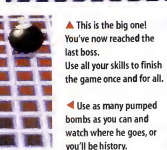
On Pyramid throw pumped up bomb onto power-ups then grab 'em or kick bombs.

## Stage four

Seconds out. It's the final round. And it's a toughie

The final boss is now yours for the taking. We're not gonna give away too much but what we will say is to keep moving round the arena and use pumped up bombs.

The last level is over two rounds. The very best of luck...



This is the big one! You've now reached the last boss. Use all your skills to finish the game once and for all.

Use as many pumped bombs as you can and watch where he goes, or you'll be history.



## Congratulations!

At last your Bomberman 64 quest is complete, and our total coverage has come to an end. Put yer feet up and have a cuppa!

For more explosive news of the next Bomberman game, check out page 114 in our new-look News section.

## Tuff enough?

Are you the best of the best?

If you have any more tips, shortcuts or secrets for Bomberman 64 then write 'em down and send it to: Official Tips, Nintendo Official Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.



✓ The best challenges ✓ Biggest prizes ✓ Highest scores

# Your Scores

This month's four challenges

Enter our high score challenges and get your mug in the mag. Gaming fame'll be yours and you'll win one of these excellent controller pad and Rumble Pak sets.



## 1 Mario Kart 64

Your fastest time at Koopa Troopa Beach.

This is one of the easiest tracks, but seems to be the office favourite in multiplayer. And no import times! We WILL know!



▲ It's short cut or bust to win.

The short cut that takes you over the ramp and under the waterfall takes practice. You'll have to do it on every lap to win.

## 2 Goldeneye 007

Kill fifty enemy in five mins or less in the Military Archives.

Then send us your second statistics screen showing your time, kill total and accuracy. Highest accuracy is the winner.



▲ Take out 50 in five minutes.

Fifty kills in five minutes is quite easy so don't waste ammo, make sure every bullet hits the target and you're well on your way.

## 3 DK Racing

Your fastest time at Spaceport Alpha.

Here's one tricky track, but many say the most enjoyable. No need to be a plane, be whatever vehicle you fancy!



▲ Flyin' tonight at Spaceport.

Grab as many Blue Balloons as you can. In the Star Wars section, stick to the lower right side and you'll avoid the lasers.

## 4 Yoshi's Story

Go to Tower Climb, Page One, Level Four in Trial Mode.

Get as high a score as possible and show us the white screen where Yoshi points to a level with 1-4 highlighted.



▲ Fruit will win you prizes.

Only pick up light green melons. Then go back to the Start and look for more. Now only get your Favourite or Lucky fruits.

## The results in full

### Top Gear Rally

#### Strip Mine course, fastest time

First prize goes to **Will Ho**, who pipped Ian Finnigan by just over a second. It's a close one.

1. Will Ho, Leeds 2 mins 55.86 sec Winner!
2. Ian Finnigan, Leeds 2 mins 58.83 sec
3. Jason La Rosa, Pembrokeshire 2 mins 59.95 sec
4. Jamie Thirlwell, Berks 3 mins 01.51 sec
5. Jason Egginton, E Yorks 3 mins 02.31 sec
6. Neil Moir, Aberdeenshire 3 mins 02.31 sec
7. John Corrin, Hadfield 3 mins 04.98 sec
8. Matthew Foyster, Leicester 3 mins 05.06 sec
9. Chris Hartwell, Worcester 3 mins 05.14 sec
10. Alex Harford, Newcastle 3 mins 05.54 sec



Winner! Will Ho

### Goldeneye 007

#### Cradle level. Most kills in 20 mins.

Hotshot **Daniel Donaghy** takes home the goodies after slaughtering everybody by a clear 16 kills.

1. Daniel Donaghy, Middx 219 Winner!
2. Andrew Mills, Londonderry 203
3. Steven Williamson, Kings Lynn 178
4. David Cahill, Dublin 161
5. Barry Doyle, Co. Wicklow, Ireland 157
6. Matthew Pidgeon, Suffolk 130
7. Roni, Essex 108
8. Laurence Bradbrooke, Herts 105
9. Ala Kuzmicki, Leeds 102
10. Hugh Burton, Inverness 101



Third Steven W.

### Mario Kart

#### Royal Raceway track, fastest time.

Reiner De Vit from Holland has been disqualified for sending in an import time. Diddy always knows!

1. Damon Osborne, Ipswich 2 min 08.66 sec Winner!
2. Rob Pierce, Salisbury 2 min 08.76 sec
3. Jan-Erik Spanberg, Sweden 2 min 08.88 sec
4. Andrew Mills, Londonderry 2 min 11.10 sec
5. Danny Dixon, Lincs 2 min 11.37 sec
6. Alain Keershaekers, Belgium 2 min 11.93 sec
7. Barry Doyle, Co. Wicklow, Ireland 2 min 13.88 sec
8. Sailesh Thakar, Nottingham 2 min 15.03 sec
9. Vincent Coyne, Ireland 2 min 15.59 sec
10. Greg Gahrin, Ireland 2 min 16.11 sec



Ninth Vincent C.

### Goldeneye 007

#### Bunker level. Quickest time to do 50 kills

No contest! It's top marksman **Daniel Donaghy** again. His fifty kills came a clear minute quicker than anyone else.

1. Daniel Donaghy, Middx 1 min 32 sec Winner!
2. Steven Williamson, Kings Lynn 2 mins 54 sec
3. Danny Dunn, Lincs 2 mins 58 sec
4. David Cahill, Dublin 3 mins 12 sec
5. Caine Phillips, Folkestone 3 mins 21 sec
6. Ben Downton, Suffolk 3 mins 32 sec
7. Andrew Mills, Londonderry 3 mins 35 sec
8. Barry Doyle, Co. Wicklow, Ireland 3 mins 38 sec
9. James Doyle, Co. Wicklow, Ireland 3 mins 50 sec
10. James Bullock, SW London 3 mins 58 sec



Fifth Caine P.

### What to do

So you fancy your chances at gaming fame and fortune do ya? Okay, here's what you do...

- (1) Pick yer challenge, get on yer N64 and get yer high score.
- (2) Take a pic of the TV screen with no flash. Taking it at an angle and with the curtains drawn'll help.
- (3) Write your name, address and score both on the photo/video tape and on a separate piece of paper.
- (4) Tell us how you scored your best time. We'll print your tip.
- (5) Now post it to:  
Your Scores, 37-39 Millharbour, Isle Of Dogs, London E14 9TZ.
- (6) Buy the mag to see if you made it into our Hall of Fame.

#### Points win prizes

If your score comes top of any of our high score leagues, then you'll win a cool Official Nintendo controller pad and Rumble Pak. Awesome.

# Goldeneye Multiplayer Guide

Part 2

Here's the advanced lowdown on how to beat yer mates in Deathmatch!



## Contents

### Advanced Player Tactics

- ✓ Advanced Explosives
- ✓ Best Weapons To Use
- ✓ Quicker Draw
- ✓ Climb into the vents
- ✓ Run MUCH faster
- ✓ Character Advantages
- ✓ Auto-Aim Glitch
- ✓ Aim High Advice
- ✓ Double Ammo Trick

### Level Tactics

- ✓ Archives
- ✓ Library
- ✓ Complex
- ✓ Egyptian
- ✓ Caverns

## Goldeneye Encounters

Issue 59 First Look  
Issue 61 64 Play  
Issue 63 Review  
Issue 68 Multiplay  
Guide Part One  
**THIS ISSUE, Page 59**  
All time cheats, plus  
get 31 extra  
Deathmatch characters

**WE SAID** What more could any super sleuth want?

## Using explosives

### Expert tips for Grenades and Mines

We all love a good explosion, and the bigger the better. So Mines and Grenades'll make you mates go ka-blooie. They're burnt toast!

### Grenades

Grenades are more useful than mines as you can aim exactly where you want them to go by throwing 'em. They do need a bit of practice though.



▲ When using Grenades, hold **B** for 3 seconds. Let go and you'll throw just before it explodes.

### Mines

Although not as accurate as Grenades, Mines can be a lot of fun, as you set 'em, run away and hide, then enjoy the carnage from a distance.



▲ After you've placed a Remote Mine, don't use the watch Detonator to set it off. Just press **○ + ○** instead. Boom!

## Characters

### Which characters help you beat yer mates

The characters in Goldeneye Deathmatch look and play differently. Choosing the right one can make a big difference

### Who to use

Women are faster movers than men, but men generally have a quicker Auto-Aim reaction time. Also the blokes usually come in darker and harder to see clothes. So you'll have a better lurking advantage if you choose to fight with a fella.



▲ Try Natalya for speed and Oddjob 'cos he's half the size and twice as hard to shoot.

### Camouflage your character



▲ Dark characters like Bond and Trevelyan are almost impossible to notice in the Dark Caves.



▲ Chose a light character or you'll stick out like a sore thumb in levels like the Stack, Bunker or Facility.



▲ Lighter coloured characters like the Siberian Special Forces blend in well in levels like the Facility and Bunker. Can you spot him?



▲ Mid coloured soldiers like the Russians and Janus Special Forces are nearly invisible in the murky levels like the Temple.

# Using weapons

## Get the most from your machine gun

Every weapon in Goldeneye has advantages and disadvantages.

Some can shoot through armoured metal doors (AR33 Assault Rifle, RCP90 and Magnum Revolver). Rapid fire weapons are good for spreading a wave of bullets, while slower ones have more power. With Pistols, the PP7 is the weakest but fires most rapidly, while the Magnum is slow but does double the damage.

## Shoot through doors and glass

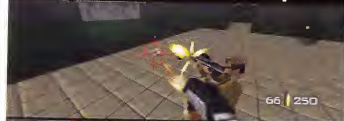


▲ In the Facility, if your mate is aiming at you through an unbreakable window, duck and kneecap them through the metal door with a gun that can.



▲ Only the Magnum can pierce unbreakable glass, like that in the Facility so, even though it doesn't fire very rapidly, it has the advantage here.

## Contenders, choose your weapons



▲ Different settings lead the advanced player to use different weapons. In a wide open space, spray as much lead as you can to do more damage.

◀ In a closed ally with nowhere to run but forward or backwards, use a Pistol. Each shot'll take more energy out of 'em than a single shot with a Power Weapon.

## Auto aim glitch

When you are bombing about, sometimes you'll notice your gun'll aim in a direction it shouldn't be. If this happens, FIRE!! QUICK!!

It's your Auto-Aim kicking in and, even though it seems like your gun is aiming at nothing, someone's there.

Press fire quickly before the gun muzzle moves away for a tasty kill.



▲ The gun has pointed away from straight ahead. SHOOT!! QUICK!!

# Quick on the draw

Be like Billy The Kid. Always fire first in a shoot out

Goldeneye Deathmatch

demands fast reaction times, especially when you suddenly come across an enemy right in front of you.

The player who wins is the one who shoots first. For an advantage press the **1** and then **2** which cancels firing. When an enemy runs in yer face, let go of **2** and you'll fire first. You'll react faster, 'cos letting go of a button is quicker than pressing one.



▲ Start shooting



▲ Press **2** to cancel firing.



▲ Let go of **2** to continue firing.

# Aim for the head

Kill someone with a single shot. Boom!

Don't mess about aiming at limbs and toes, go for the head.

On Normal Health, limb hits are worth one Energy Block, body hits two and head hits take out a whopping four bars. So in a battle, a couple of head hits and it's curtains for your mate, but it'll take at least eight limb hits to finish 'em off. Not a good plan.

Powerful guns like the Shotgun and Magnum do double the damage, so with these you can take someone out with just one

head hit. In the heat of battle it's hard to aim, so go for the upper body, for head hits and lots of lovely body hits.



▲ A bullet in your head and your dead!



▲ Get 'em between the crosshairs and one shot'll take 'em out. Watch brains fly!



Free poster



**Nintendo**

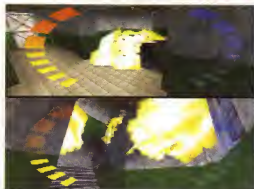
OFFICIAL MAGAZINE

# Archives

## Level tactics.

Not a good level to play hit and run as there are many rooms with only one door, and you can be easily cornered.

► All doors on this level can be shot through with a Power Weapon like the RCP90.



◀ Explosive ammo like Rocket Launcher shells or Mines explode through floors and walls, so you can kill someone upstairs above you from downstairs. Or the other way around, even when you're in the next room. Yer mate won't know what hit him!

## Secret passages



▲ Leads from a darker piece of wall in an upstairs dead-end near the back staircase, to an office. Contains Body Armour.

## Exploding boxes



▲ In the One Player game the metal crates on this level can't be exploded. But you can in Deathmatch!



▲ Between two locked doors which in the One Player Game lead to the main library.



▲ If a player's hiding behind a box, shoot it and fry their sorry ass!

## Body armour



▲ In the previously mentioned secret passage.  
► In the downstairs room full of boxes.



# Caverns

## Level tactics

Narrow walkways and lots of rooms ripe for ambush. Up to three players only here.

## Body armour



▲ The first piece of Body Armour'll be found on the yellow lit ramp.



► In the large room with the steel boxes and alcoves.

## Secret passage



▲ Between a fairly open cave at one end of the lower metal catwalk and the room containing the large pump.

## Barrels



▲ Unlike in the Archives, the metal boxes in this level can't be exploded. But there are metal barrels which can.

## Doors



▲ When you're running away press just as you pass through a door...



▲ ... time it right and you can slam it in your enemy's ugly mug.

## Flag tag glitch

Set up a Flag Tag the Archives with Pistols. Get the flag and go into the downstairs room where you start the level off in One Player Mode. Stand with your back to the door. There are no other entrances, so to get the flag your mates'll have to open that door. But they can't 'cos you're blocking it! And they can't shoot through the metal door at you 'cos they've only got pistols! So you win the game. Every time! Cool huh?



1 Set up a Flag Tag in the Archives with Pistols. Get the flag.



2 Go to the downstairs room where you start in the One Player Game.

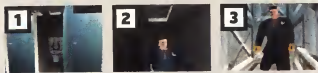


3 Stand with your back to the door. You've won!

## Into Vents from Facility Toilets

The Toilets in the Facility have only one door in and out once you've dropped through the vent. But there's a way of getting back up

there again. Very handy when your mate's after ya. Stand on the loo below the vent and hold and and you'll spin back up.



▲ Stand on the toilet.

▲ Press and .

▲ You're up there!

## Library

### Level tactics

Here are three separate levels in Multiplay, the Stack and the Basement together make up the Library.

### Vantage points

There are certain areas, especially upstairs in the Stack where you can patrol safely. They're safe from enemy gunfire and provide canny viewpoints to the rest of the level.



▲ The first upstairs corridor will give a view of three different rooms.

▲ The second upstairs corridor gives two closed-off views.

### Body armour



▲ At T junction near one of the ramps up to the Stack. There are three different routes leading to it.

▲ Another can be found if you look in a small gap between two rooms on the upper level.

▲ In a secret passage leading from the closed-off glass walled corridors to a room in the central section.

## Caves

### Level tactics

Dark and gloomy, make sure the brightness on your telly is turned up!

### Body armour



▲ On a brown ramp leading up from a large room with a yellow floor.

▲ On ramp leading up from grey room with a small yellow patch on the floor.

## Complex

### Level tactics

A good name for this level, complicated and on three storeys.

### Body armour



▲ On the yellow lit ramp.

▲ Near the red area on the lower floor.

### Secret passages



▲ Just about every grate large and small hides a tunnel leading elsewhere. So always be on the look out.

▲ You can even walk through some walls and lurk in alcoves and wait for someone to ambush.

## Egyptian

### Level tactics

This can only be played by two players in Deathmatch mode, and to get it you must complete it in the One Player game. A lot more difficult than it sounds! There are wide pillars and vast rooms full of secret passages, and as always, learn the level to gain the advantage.

### Body armour



▲ In the large room where Baron Samedi appears for the second time in the One Player game.

▲ Through the blue floored room and to a big chamber with a big spooky column in its middle.

### Run faster

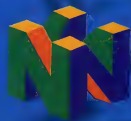
Just pressing to move forward ain't the way advanced Goldeneye Multiplayers do it. See below for two other ways of improving your speed by at least a third. Handy for getting out of tight spots.

1. First with 3D Stick pointing and pressed
2. Second with 3D Stick pointing and pressed.

### Next month

**At ease soldiers!**  
**You're now ready to take on the world, or at least yer mates, and give 'em a good pasting!**  
**Check out next ish for the lowdown on techniques to get the cheats. Out.**





# NINTENDO<sup>64</sup>

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Address .....

Best bit: .....

Graphics: .....

Overall score: ..... Your code: .....

Send to: Wetrix Reviews 'n' Scores, NOM, Emap Images, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ

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5610R200003

Valid for one rental for two nights from 5th-18th June.

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# Wet

Here's an easy way to get mega high

## Contents

### Gameplay Tips

✓ The facts you need to make you a Wetrix whizz!

### High Scoring Game Walkthrough

✓ A step by step guide to getting the highest score possible

## Previous splashes

Issue 61	First Look
Issue 66	64 Play
Issue 68	Review

**WE SAID** It's an awesome game. If you thought Tetris was good, get a load of this.


## Gameplay tips

Make a good start and everything falls into place

Just like with other good puzzle games, sticking to the right technique and following this good advice'll get results. Read and learn Wet-sters...

### Keep the whole grid in view



▲ At Wetrix's default setting you can't see the whole game grid, so use  to zoom out. It's important to see the whole grid all the time to get a good view of things.



▲ With the whole grid in view you'll see where leaks are much easier. You'll notice leaks and land that's getting too high much quicker.

## WHAT TO DO!

### VOUCHER

Cut the voucher out and trot down to your local Blockbuster store. Present your voucher to a member of staff between 5th-18th June and they'll give you your free rental copy of Wetrix.

If you're not a member of Blockbuster you'll need to join. Or if you're under 18, you'll need the help of a parent or relative over 18.

Now check out our ace compo where your review and high scores can win prizes.

### TERMS & CONDITIONS

This voucher entitles the holder must be a member of Blockbuster to the rental of Wetrix.  
This offer is valid for the rental of games hardware only one copy per game rental is allowed.  
Offer valid only for customers on production of this voucher at participating stores.  
Standard rental terms and conditions apply.  
This voucher is valid between 5th-18th June 1998.

### HIGH SCORES COMPO AND REVIEW

Here's your chance to have your say about Wetrix printed in the mag before it's even released. Plus, the ten highest scores received will win a FREE copy of the game.

- (1) Play the game, get a huge score.
- (2) Go to the options menu.
- (3) Go to high score tables — at the top will be your name, score and code.
- (4) Write score code and review on form.
- (5) Return it by post before June 30th.

This offer cannot be used in conjunction with any other offer.  
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Damaged or photocopied vouchers will not be accepted.  
Blockbuster reserves the right to withdraw the offer at any time.

# rix

scores! Time to get wet!

Nintendo  
Official Tip  
AWESOME

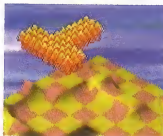
## Uppers & downers

We're getting dizzy! But we know what we're doing!

### Upper uses

Get to know upper shapes and which ones fit together best. Squares are the same however you rotate 'em, but the L, I and T shapes aren't.

Practice laying 'em so you know exactly how many times to press rotate (R) to get 'em in the position you want. Perfick!



### What to do with unwanted uppers



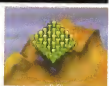
Leave a space in the top corner to lay waste uppers and put bombs here to (a) reduce your Earthquake Meter and (b) protect precious lake-holding land.



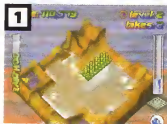
### Downers and dumping



▲ Use downers to trim off extra land bumps in the middle of your lakes so they'll hold more lovely water.



▲ Always have a 'waste' corner, a place where you can dump extra uppers that you don't need, ready for 'em to be got rid of by bombs. Use downers here too when land is getting too high.



1 Downer blocks reduce the height of ice so, try getting rid of a block of ice in the middle of the frozen lake and filling it with water again. Hey presto! A new lake!



## Excess items?

We all love a good dump. Do it here!

### The waste corner



▲ Leave the top corner of your grid for Waste. The top corner is best 'cos it's easy to chuck stuff there in a hurry.



▲ If you've used your whole grid for lakes, as soon as a bomb drops water'll leak everywhere — you're doomed.



▲ Don't bomb in the same place without repairing the spot though, or you'll quickly be spanked!

## Fire and ice

They'll end your game unless you know what to do

### Fireball frenzies



▲ As well as steaming lakes, fireballs'll also warm ice patches back into water.



▲ If fireballs don't hit water, they'll destroy some of your land. Use this to your advantage by trimming off some of the height in your waste corner.

### Make ice cubes work for you




▲ Ice Cubes can help you if your water level is high and leaking out.



▲ Even though ice is a solid, it won't increase your Earthquake Meter.



## Use your head

When items are falling and you know where to put 'em, don't hold  so they slam into place quickly. Arrange the item into the right place then take the time to scan the rest of the grid to see what'll need doing next. Use yer'ead.



## High scoring game walkthrough

Get millions instead of thousands

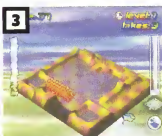
Once you've learnt this, you won't be talking about scores in the thousands, but in the millions!



▲ Use your L, T and I shapes to set out the outline of the main lake.




▲ When squares come, place 'em both left hand corners to make deep duckponds.



▲ Concentrate on enclosing the main lake first so it won't leak.



▲ When a bomb comes, press  to direct it to the top corner and your Waste Uppers.



▲ Once all lakes are enclosed, Downers'll trim off bumps in the main lake.



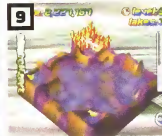
▲ Use Uppers to extend the main lake outwards to hold more water.



▲ With the main structure sorted, nothing except slow reflexes can stop you!



▲ And the score just keeps getting higher and higher...



▲ And higher... and HIGHER!!

## Ka-blam

Enjoy the scenery: don't blow it up!

### Prevent earthquakes



▲ Prevent Earthquakes by trimming the insides of your lakes when you can with downer blocks...



▲ ... by keeping the edges of your main lake just low enough that they won't leak any water...



▲ ... and blast your waste corner down again whenever the game chucks a bomb at ya.

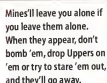
### Handling mine attacks



▲ Prevent Earthquakes by trimming the insides of your lakes when you can with downer blocks...



▲ ... by keeping the edges of your main lake just low enough that they won't leak any water...



▲ ... and blast your waste corner down again whenever the game chucks a bomb at ya.

## Getting good

Tactix for more Wet-tricks

### Think ahead



▲ Always be one step ahead of the game. You should know exactly what to do with the item that's gonna fall next (shown on bottom right of screen) as soon as you see it.

### Lost causes



▲ Sometimes you'll completely mess everything up right from the start. Aaarghh!!! If you hit trouble early on, don't fight a lost cause — pause the game and start again.

### Next ish...

That's all folks, now you've passed the Wetrix high score academy.

Watch out for Wetrix high score challenges, coming atcha soon.

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# Mystical Goemon



## Part One

For all those gutted by the will stop all your sobbing.

### Oedo Town

Get to grips with the controls, then hit the town

Our little chum starts out on his quest, talking to the strange people he meets. Many talk nonsense, but there's method in their madness.



▲ You start at home, first get to know the controls, how to switch weapons Ⓢ, how to change characters Ⓜ and how to look at your map Ⓜ.



▲ Walk around Oedo Town talking to everyone, many seem to speak rubbish but clues are hidden in the nonsense. Explore each building you find.



◀ Most important is the Inn, here Goemon can save his progress. Get used to this building. You'll come here a lot.



▲ A lot of the people talk about a UFO. One guy'll say his friend is a UFO fan and would've loved to have seen it, but he's moved to the top of Mount Fuji. This is Goemon's clue where to go next.



▲ You're also told about a bridge. Not only that, but that the bridge can't be crossed without a chain.

This bridge is where you must go to after Mount Fuji's summit.



▲ Out of city and onto Kai Highway. Get there by turning right at the Fortune Teller's house.

▶ When on highway, follow road across the bridge right to the base of Mount Fuji.



### Mount Fuji



▲ Climb up ladder. You'll enter the mountain on your journey up.



▲ You'll see a house inside the mountain with other doors leading off summit hall. They contain money and health. Go inside.



▲ Mokubei the old pipe maker will offer you a weapon. That'll certainly come in handy. Accept the gift. Go back to the city.



▲ Once back in Oedo Town, go to broken bridge. It's got a number of Star Blocks on each side. Use Chain Pipe to get across.



# Ninja starring Don

## Contents

### Walk through guide

✓ Picture by picture guide through the first half of the adventure. Every part of the levels covered.

### Mystical Outings

Issue 62 64-Play  
Issue 68 Review

**WE SAID** This is a great action adventure that really delivers. Essential.

news that **Zelda** will be delayed, this excellent RPG  
Check out our tips for this platform-tastic adventure!

## Oedo Castle

You'll have to explore every inch of the Castle

There's loads to do here, including fighting baddies, searching the castle, then putting your swimming trunks on and going for a dip.



▲ Go around 'til you see a wooden door. Go through, follow path and enter castle. This'll have to be carefully explored.



▲ Start exploring, break pots you find, they contain money. Follow the path. If low on health bash pink enemies for health.



▲ In second room on right you'll come to a locked door. This'll happen twice. The keys are in nearby rooms when you either bash enemies or cross gaps. Find map of castle.



▲ After unlocking doors you'll come to a lift in the corner. Stand on it. In next room upstairs you'll see platforms, watch you don't get squashed! The key for the next room is above middle platform.



▲ Soon after you'll find the entrance to next room is blocked by a giant hand, go around through other rooms to carry on.



▲ One more locked door, the key is in a nearby room with baddies. Carry on to next lift. Follow weirdo guy who runs off.

## 7 Large red head boss



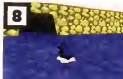
▲ Now for first boss, a large red head.



▲ Run under its mouth and hit chin.



◀ When he explodes get Moon Piece, meet King and Queen and accept their challenge.



▲ Back to the water area with broken bridge, don't climb the steps, swim through two tunnels in front.



▲ Swim to end and talk to two guards who'll let you through the door with City pass.



◀ On other side head right to door then through tunnel. Cross field and climb hill. Then follow path until sequence takes over.

# Giant Robot Kashiwagi

Bonus level that's heaps of robot bashing fun

Time to climb on board Impact the giant mech and do some serious damage.

► You've hit a small bonus level controlling Impact the giant robot.

Bash buildings and baddies, jumping to avoid red bridges and trenches.



▲ Then it's the big bad Kashiwagi character. The easiest way to beat him is to grapple him. So you're gonna get your hands dirty.

# Yamato

Book your flight to fight Koryuta the possessed dragon

Take the woodland route through the forest full of baddies. Make sure you take the right path or you'll be in big trouble.

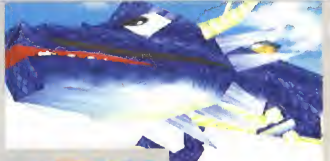


▲ Go through door behind Benkei and into Yamato. Follow road to two forest doorways. You want first one, with baddies on path that leads to Awaji Island.



▲ Go over bridge to house on island. This house is Oedo Tourist Centre and will take you to your next destination but first you must defeat the possessed dragon.

## Koryuta the dragon



▲ To defeat Koryuta the dragon, repeatedly hit the enemy that's possessing him. You can do this when he stops spinning.



▲ You'll end up at the foot of Kompira Mountain with Koryuta, the dragon's human form. He'll reward you with a flute that can call him.

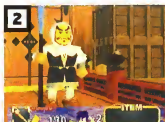
# Zazen Town

Find weapons to beat the guard and get the mech ninja

You head into Zazen town and find Zae. Now you'll have more mystical chums to help you out in your quest.



▲ You'll end up back on Kai Highway. Go west through door to Zazen Town. Zae'll meet you there and join you.



▲ Follow door behind Zae 'til you see Benkei the guard. You'll wanna go through the door he's guarding, but you can't yet.



◀ Go into the water and tunnel to your left 'til you see a ramp which leads to Ushiwaka. Ask her who Benkei is and then do as she asks.

She'll give you a weapon that'll defeat the guard. Go and defeat him and you'll get Sasuke the Mechanical Ninja.

# Kompira Mountain

Go out in search of the Fire Coin Weapon

Lace up yer mountain boots, cos you're gonna go climbing. It's cost you hard cash, but it'll be well worth it.



▲ Travel up Kompira Mountain. As Goemon, throw five coins into middle collection box. You'll be rewarded with a Fire Coin weapon. Go back down.



▲ You are now in Folkypoke Village. Follow road to next set of wooden doors then take door on right. Then straight through to enter Tosa.

## Kompira Spa

Look for the sweets to get special shrinking power

Be prepared to change into different characters to get to the Ghost Toys Castle. You'll need Koryuta too.



▲ Go over bridge and up hill to doors. You'll see a broken bridge. Jump over the weak parts. Visit the Spa, then the coffee shop for information.



▲ Return to Zazen Town with dragon. Go back to Ushiwaka the fisher girl. Follow her to waterfall slope. Go up ladder and find her again.



▲ Now talk to her as Ushiwaka. Collect the eight sweets for shrinking power. Change to Yae, call Koryuta and go back to Spa.



▲ Change to Ebisumaru, shrink and go through small hole. Then go under red grate on left and follow path up to entrance to Ghost Toys Castle.

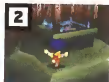
## Ghost Toys Castle

Find the Magical Camera and Fortune Doll

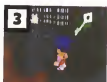
There's loads to do here, so make sure you've got your Fire Coins at the ready. Solve the sub game and you'll get a Magical Camera.



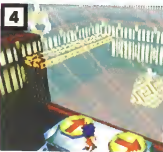
▲ Go in as Goemon with your Fire Coin ready. Aim a Fire Coin at the two Statues to open door. Remember the next room for later.



▲ In next room, defeat all enemies for key to next door. In next room, take first door on left then ride lift down.

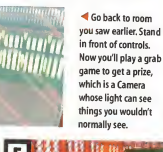


▲ Follow room around and take next lift up. Get health out of pots and to next room in right order to get next key. Go into door in right of it.



▶ Go forward again to room that has two exits. Get Fortune Doll and go to entrance you didn't go through before.

In next room change to Ebisumaru and use your Camera to make the ghosts visible then defeat 'em. Go through red door and defeat red ball enemies in next room. Take first door on left before spikes.



◀ Go back to room you saw earlier. Stand in front of controls. Now you'll play a grab game to get a prize, which is a Camera whose light can see things you wouldn't normally see.



▲ More ghosts in this room, you'll have to defeat 'em to get a key.

Then return to last room and over spikes to locked door.



▲ Upstairs to lift. Through another unlocked door, noting locked one, then jump across platforms to get key. Go back to locked door and through.



▲ Find unlocked door in this room, go through, defeat all enemies then back to main room again to locked door further up on same wall as when you come back in.



▲ The next room has a load of swaying ropes. Go to far door past ropes. In next room, defeat ghosts and gain key which will open other locked door in previous big room.



▲ Ignore red enemies in next room and go into first door on left. Here, pot the pool balls in right order to get next key. Go into door in right of it.



▲ Here at other end of the room is the Diamond Key. Get. Go back to room with red wobbly enemies and last locked door. Through and up lift to Ghost Toys boss.

## Ghost Toys Boss

Use the Magical Camera to help defeat the boss

You'll need to switch between characters to beat the boss. Hit him in the heart and he'll disappear.



▲ Beating him isn't that difficult. With Ebisumaru, take a picture to make him transparent. Then, whenever his heart shows hit it! Do it five or six times.



▲ When you win you'll be rewarded with a little demo and will end up in Zazen Town, wanting to head for the Chigoku region.

## Next month

Look out for part two of the guide next month, where you'll meet the Robot Ghost and finish the game.



The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ or you can e-mail us at club.mario@ecm.emap.com

Each month you can win Beattie's N64 Top 10. We'll dish out free prizes from them for your letters and stuff that we really like...

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Models Hobbies Toys Games

# Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE

✓ Letters ✓ Art ✓ You review ✓ World of Nintendo ✓ Brain strain ✓ Mario Mart

**W**elcome to Club Mario. This is your part of the mag where you get to say anything you want about Nintendo and win games at the same time!



Shaun



Simon

## Ultimate Warrior

Thanks to Ian Castle of High Wycombe for his Ultimate Warrior. I reckon his super hero would prove more than a match for anyone. Think you can do better? Send 'em in!

### Head: Yoshi

He's got a great tongue which can kill all baddies.

### Body: Volcano God

The lava monster has super-human strength, and vicious claws.

### Legs: Wizzpig

Despite his hefty tree-trunk legs, Wizzpig is incredibly fast.



"I would just like to thank Rare for making brilliant games. I never get bored of

playing Goldeneye 007 and Diddy Kong Racing, and I usually end up still in front of the TV at 2.00am. Is it true that the next James Bond game will be on the GreyStation?"

Aaron Cosgrove, Co. Armagh.

■ Rare has done an excellent job for Nintendo over the years. Oh, and the Bond game on the GreyStation will be a very average platform game. **Simon**

■ Don't forget, Rare isn't developing

the new Bond game, so it won't be nearly as good. **Shaun**

"My friend is going to Canada and he said that N64 goodies are really cheap. I know that the games won't play on a PAL N64, but will the accessories work?"

Sol Barnes, Powys.

■ All import Nintendo 64 accessories should work on a PAL console. For a full list of the best accessory stuff, turn to Total Test on page 43. **Simon**

"Why do some of the best games for the N64 get crap scores? I'm talking about titles like Mischief Makers and Yoshi's Story getting scores like 80-90% compared to Super Mario 64 which got 95%."

Simran Bedi, Southall, Middlesex.

■ The scoring is based on whether we feel a game is an essential buy. Mischief Makers and Yoshi's Story are very good, but they're not great. **Shaun**

"This is about Drew Russell's letter about games guides being a waste of space. I own Extreme G and the guide helped me through it. If he had Extreme G, he'd need help as well."

Dean Williams, Netherton, Liverpool.

■ Loads of you write and thank us for our game guides. We'll have a free colour tips book every issue, as well as our usual guides and cheats. **Shaun**



"I'm fed up having to listen to morons jabbering on about their

GreyStation being better than the N64. Anyone who thinks the N64 has no great games is talking rubbish. For every Tekken, we have Fighters Destiny. For every WipEout, we have Extreme G. For every Croc, we have Super Mario 64. And when the 64DD comes out, those Fony GreyStation people won't have anything to say."

Joseph Shepherd, London.

■ With the 64DD coming out soon, I'm sure lots of Fony GreyStation fans will be amazed and silent. It's gonna rock! **Simon**

"The N64 is the best and fastest games console I've ever owned (including a crappy GreyStation), but I'm afraid it's let down by one thing — a Light Gun. We have all these great first person games such as Goldeneye 007 and Mission: Impossible, but still no gun."

Matthew Richards, Dorset.

■ You never know, the next Rare Bond game could use a gun, and there's always the possibility of Namco developing an awesome shoot 'em up. **Simon**

## Name that game

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

1 The setting for Konami's Winter Olympics.

2 The name of the land where Zelda: The Ocarina of Time is based.

3+10 This excellent N64 game stars Slippy, Peppy and Falco.

5+4 The wacky racing game featuring Q-Tee, Chatter and Cecil.

6 The mad Martian from Tonic Trouble.

7 This fighter's destiny is to appear in Arabian Nights.

8 Rare's cranky crocodile, one of the stars of Diddy Kong Racing.

9 This company is Forsaken.

11 The most basic weapon in Quake.

12 Goemon's musical female friend.

◀ Clue 8 Rac'n' road rage, but who is it?



## Reader Chart

Well done, Rachel Darby from Nottingham. You've won our Reader Chart of the month. Send in your top five along with a photo, and you too could win one of the 10 N64 games up for grabs.



- (1) Super Mario 64
- (2) Mario Kart 64
- (3) Fighters Destiny
- (4) Yoshi's Story
- (5) Goldeneye 007

"I have written to you about the low mark you gave WCW Vs NWO World Tour. It deserves more than the 86%. The poor mark you gave is 'cos you can't perform any of the moves. Why didn't you give the graphics a higher mark than 89%?"  
Nicholas Spiers, Bedfordshire

■ We reckon the score is correct. It's a very good game, but not one that everyone must have in their collection. **Shaun**

■ I would've given it more, but we all play it as a team before giving it a final score. **Simon**

"You asked: 'which is best, Mario Kart 64 or Diddy Kong Racing?'"

For me it has to be Diddy Kong Racing. While Mario Kart 64 is a superb multiplayer game with great battle zones, it's extremely boring in one player mode. DKR, on the other

hand, has a great solo game with Bosses and Amulets. Added to this the excellent graphics and original characters and you can see why this is my choice."

Shane O'Sullivan, London.

■ Who can argue with that? We agree. DKR is a better one player game, but Mario Kart 64 still rules for multiplayer madness. **Shaun**

"I think you're paid by Nintendo. In your Yoshi's Story review you said: 'At first I was unimpressed by Yoshi's Story, and beating Bowser takes no more than an afternoon.' Yet it finishes by saying essential. I don't think so."

William Bonaddia, London.

■ If you read the review properly you'd know that the reason it's an excellent game is 'cos it takes lots of time and skill to complete it fully. **Shaun**

"Over the past couple of months I couldn't help noticing how many people slag off Nintendo. They must have nothing better to do with their lives. They all moan about the GreyStation being better 'cos it has more games. Don't these idiots realise it's quality not quantity that really matters?"

Vincent Kelly, Manchester

■ We couldn't agree more. We can tell you that Nintendo is releasing no fewer than five games every month, and at least one will be a must-buy title. **Simon**

"I've been buying your magazine for the past six months and in every issue the information concerning the Super NES becomes less and less. I'm happy buying the mag for the tips, cheats and the fantastic 'Classic Corner' section. Then, to my horror, Super Mario 64 was featured in this section, and it appeared again in the next issue.

While there is no doubt that SM64 is the greatest platform game in the world, it's a bit new for Classic Corner."

D Reeve, Suffolk.

■ Since the N64 came out, we've had lots of letters asking for tips on Super Mario 64. Okay, it's not old, but it's definitely a classic. **Simon**

"In Issue #66 you said you'd be showing Mission: Impossible, ISS98, Yoshi's Story and Turok 2. You did all this except Turok 2, which I was really looking forward to seeing. What happened?"

Gaz Davies, W Yorks.

■ Hey, we're only human... but at least you were able to see it first in last month's Official Nintendo Magazine. **Simon**

## You review

This is your chance to send in a review on any N64 game. Just follow what's written below and get your entries in, with a photo of yourself. You'll get a free game if it's good enough for us to print it.

READER'S NAME **Stuart Anderson**  
GAME NAME: **FIFA Road to the World Cup**

### Best bit ▼

Excellent options, awesome gameplay and incredibly smooth graphics.

With a wide range of camera angles, teams and a choice of 16 international venues, this is a must for all football fanatics and anyone remotely interested in the sport.

### Worst bit

The only bad thing is that the

commentary sometimes messes up, and John Motson says the ball has gone wide when you're halfway up the pitch.

### Graphics

Stunning. The most realistic graphics ever.

### Overall

From the moment you switch it on, you're in for a real treat. Best footy sim ever!



## World of Nintendo

This month's winner comes all the way from Belgium. Alain Keersmaekers from Edegem, Belgium spotted a football story in his local paper. As you can see the Italian team, Fiorentina, is sponsored by Nintendo.

Thanks, Alain, your N64 game will be with you soon. In fact, Mario's just stepping into his plane now!



MARIO'S WINNER!



## Mario Mart

It's back. Each month we'll print some of the hottest Nintendo related toys money can buy. This month, here's what we found on our travels to Japan...



**(1) Donkey Kong Country crisps.**

Crunchy and corny.

**(2) Mini Mario Kart models.**

Compact and collectable.

**(3) Yoshi's Island sweets.** Cute and full of fruit.

**(4) Pocket Monsters sticky tape.**

Tough and tacky.

**(5) Yoshi's Island water wheel.**

Wet and wild.



"I'm about to buy Cruis'n USA and I'd like to know why it only scores 59%? I think it's a perfect game for me, and all my friends love it as well. I think you should give it a higher score. I'd give it about 70%."

Kevin Maddison, Newcastle.

■ Everyone has their own taste, and I'm sure lots of readers like Cruis'n USA. We don't tell you what games to buy, we just offer advice. **Shawn** ■ If you don't agree with our opinion, why don't you send in your review



for Cruis'n USA? You could win an N64 game... **Simon**

"I did some research with Mario Kart 64, Diddy Kong Racing and Goldeneye 007 to find out which is the best multiplayer game. After locking myself into my bedroom for six days, I came to the decision that Mario Kart 64 is the winner. Goldeneye 007 is great, but it isn't as funny as a little cute animal spinning out of control when he's lost a race."

Nic Barr, Aberdeen.

■ Dave and I still have a best of five every afternoon. Unfortunately, he usually beats me! **Shawn**

■ I don't know, I think Goldeneye is much better 'cos you can kill yer mates. **Simon**

"I'm writing about John O'Kane's letter in Issue #67. I decided to buy Diddy Kong Racing after your great review, and I wasn't disappointed."

Matthew Richards, Dorset.

■ We all love Diddy Kong Racing. The one player mode is awesome, and the multiplayer mode is a lotta fun. Some people, eh? **Shawn**

"I'm writing about Drew Russell's letter in Issue #67. I can't believe he said that the players guide pages are a waste of space. The guides are brilliant, and so are the cheat pages. If he has a brain in his head, he'd think about what he said."

Greg Miller, Scotland.

■ You said it Greg! **Simon**

"I want to know why you put complaints in your Club Mario pages. As a reader, I just want to

read positive things about Nintendo. Peter Whiting, West Sussex.

■ Club Mario lets you have your say whether it's good or bad. As long as you've a point to make, we'll print it. **Simon**

"On the back of the Goldeneye 007 box there's a picture of a weapon which I can't find in the game. Can you tell me what it is and where I can find it?"

Rob Goddin, Essex.

■ It never made it into the finished version. The gun in question is a

## My game: Theme Football

**Game type** Management sim

**No of players** 1

**Scene setter** You've built your football stadium, now you can try to win the Premier League.

**What to do** Take control of a football team. You must buy and sell players, find a kit sponsor and change ticket prices to raise money.

**Best bit** Winning the league and playing in Europe the following season.

**Just imagine** Watching stewards

and police remove hooligans scrambling on the terraces.

**Likelihood** There's always the possibility of Premier Manager coming to the N64. With games like Theme Hospital now out, it could be the next big thing.

■ Top marks to Daniel Airey from Burnley who's the lucky winner of a Fighters Destiny cart. Send your My Games to the usual Nintendo Official Magazine address.



## Mario's Hit List

■ How you feel about Zelda being delayed again...

■ Will the colour Game Boy be a hit?

■ What you reckon to the new look NOM?

■ Will Banjo be bigger than Mario?

■ Do we really need the 64DD?



Spyder, and it was replaced at the last minute with the Klobb. **Shaun**

"I've heard a rumour that Pokemon Stadium is now coming out on cart instead of the 64DD. Is there a chance that the 64DD will be scrapped?"

Julian Harper, Yorkshire.

■ Yes, the rumour is true about Pokemon Stadium, but it has nothing to do with the 64DD being scrapped. The reason it's coming out as a cartridge is to help boost sales in Japan. **Simon**

"The reason that crap like ClayFighters 63% and FIFA 64 are being produced is 'cos Nintendo isn't putting enough money into games development. I'm a true Nintendo fan and I'm worried about the situation."

Asim Salahuddin, London.

■ I'm sure Nintendo is putting in as much money as anyone else. Both ClayFighters 63% and FIFA 64 were early games, and we're seeing better games as time moves on. **Simon**

"I'm fed up with the lack of advertising by Nintendo. Everywhere I look it's GreyStation this, GreyStation that. If they want to win the video games war, they'd better do something quick."

Gordon Turner, Essex.

■ Nintendo has improved its advertising a lot this year. Have you seen the Goldeneye 007 advert on TV? It's bloomin' awesome! **Simon**

"I've heard that 1080°

Snowboarding has been delayed 'til October. Why would Nintendo delay it? I want to play it, and now I've been told I'm gonna have to wait."

Grant Rutherford, Manchester.

## Brain Strain answers

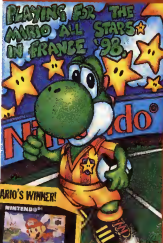
1. Bepi Bowser (F)  
2. Game Boy Advance (S)  
3. Generation 1 (E)  
4. Mario (A)  
5. Mario (A)  
6. Mario (A)

Hold the mouse up to a mirror to read them.

## Your art



■ Ryan McElwee  
■ Rob Pierce



■ I'm afraid it's true. When Nintendo released WaveRace 64 in Japan it was during Winter, and sales were poor. When the Rumble Pak edition hit the games shops in Summer, it sold much better. 1080° will sell better in the snowboarding season which starts in October. **Shaun**

"My mum and dad won't let me have an N64 'cos the games are too expensive. They said it's not the console itself, but the £50-£60 companies charge for games. When will they start to come down in price?"

Thomas Butcher, Stourport

■ The games have dropped in price.

► Tim Scannell's brilliant Super Marioboard picture. Tim's from Co. Cork.



■ Ryan de Silva draws an interesting match up. Who d'ya reckon would win?



▲ Daniel Rooke from York



▲ James Eifert from London



Turok: Dinosaur Hunter and Snowboard Kids are both £39.99 and Cruis'n USA came out at a bargain £34.99. **Simon**

"I own an N64 with 10 games, and I'm sick of people complaining about the lack of titles. Most of these moaners say they've only bought two or three games. Surely they should have every one before they kick up a fuss."

Simon Watson, Lincoln.

■ There are still lots of games I need

for my collection. And just think, we've got to save for Banjo Kazooie, World Cup 98, F-Zero X and Zelda 64. How can there be a lack of titles? **Shaun**

"In your last issue you reviewed Tetrix and gave it 91%. How can you give a puzzle game such a high score when it's not even pushing the N64?"

Nick Cox, Staffs.

■ We score a game on its playability. Not on what it looks like and how much memory it's using. **Shaun**

■ Tetrix is a brilliant game. We haven't stopped playing it since it arrived in the office. You should check it out for yourselves. **Simon**

## Nintendo

OFFICIAL MAGAZINE

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Everything we write is based on our own opinions. The information we use comes from the companies, or is correct to our knowledge. News previews and release dates are based on information we found to be true at the time of going to press.

emap images



## Three Lions on my shirt!



Thanks to Merlin, the team behind the Official England 98 sticker collection, we've got some fab World Cup prizes to give away...

**1st Prize** A copy of World Cup 98, a framed uncut sticker sheet of Merlin's Official France 98 collection.

**2nd Prize** A complete set of gold-plated World Cup medallions with a copy of the game.

**3rd Prize** A completed World Cup sticker album.

**4th Prize** Ten people will win a sticker album and 10 packs of stickers.

**Q:** What is the name of England's World Cup coach?

- (A) Ryan Giggs  
(B) David Beckham  
(C) Glenn Hoddle



## Going for gold

HMV are giving away a limited edition N64 pack that contains a gold controller. There's also a copy of Goldeneye and a gold Memory Pak. Just answer this question...

**Q:** Who starred as James Bond in the film Goldeneye?

- (A) Harrison Ford (B) Pierce Brosnan (C) Leonardo DiCaprio



World Cup goodies, limited edition N64, Super Hero comics and Warioland 2 are just some of the prizes up for grabs this month.

# Blag Fest

Great prizes every month Exclusive offers

## How to win

So you know the answer to win some great Blag Fest prizes? Follow the checklist below before sending off your competition entry...

- (1) Find a postcard or use the back of a sealed down envelope.
- (2) On one side write the answer, your name, age and home address.

- (3) On the other side mark your entry with the competition name and write our address underneath: Nintendo Official Magazine, EMAP Images, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ.
- (4) Put a stamp on your entry and post it. It's as simple as that, and you could win goodies!

## Comics

Titan books are giving away three copies of Supergirl and three copies of Batman: Four of a Kind. They could wing their way to you if you answer this question correctly...

**Q:** What's the game's company is bringing Superman to the N64?

- (A) Ocean (B) Acclaim (C) Titus



## I've got the key

Thanks to FIRE we've got 10 N64 voice activated keyrings to the first winner and 10 N64 controller keyrings to the runners-up. Want one? Just answer this simple question...

**Q:** What colour's the new limited edition N64 controller?

- (A) Purple (B) Orange (C) Gold

## Watch out for Wario

Thanks to the team at THE Games we've got ten copies of Wario Land 2 on the Game Boy up for grabs. All you have to do is answer this question correctly...

**Q:** What's the name of Wario's truck in Mario Kart 64?

- (A) Wario Beach  
(B) Wario Mountain  
(C) Wario Stadium



# It's Free!

Talk to us...

## What you do...

Cut out this page, fold it up (the instructions are on the other side), stick it down and pop it in the post. It's free, 'cos we pay the postage. Don't put anything in the envelope!

### Club Mario

Tell us what you think about the magazine, Nintendo, games or anything!

Dear Club Mario

### You review

Write a review and you could win a Nintendo 64 game

Game name \_\_\_\_\_

Best Bit \_\_\_\_\_

Worst Bit \_\_\_\_\_

Graphics \_\_\_\_\_

Final Verdict \_\_\_\_\_

### My Game

Send us your fantasy Nintendo games and you could win a Nintendo 64 game

Game type \_\_\_\_\_

No of Players \_\_\_\_\_

Scene setter? \_\_\_\_\_

What to do \_\_\_\_\_

Best Bit \_\_\_\_\_

Just imagine \_\_\_\_\_

### I am...

My name \_\_\_\_\_ My age \_\_\_\_\_

My address \_\_\_\_\_

Daytime phone number \_\_\_\_\_

### My Charts

What do you think will be the Top Five Nintendo games next month?

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

Sometimes we'll want to ask you about **Nintendo Official Magazine** or tell you about our special reader offers. Tick this box if you don't want us to keep your name on our database.



▲ 6. Stick down along the side ▲

Tick here for what you're sending us and  
make sure that this side is facing out.

- ☐ Club Mario
- ☐ You review
- ☐ My Charts
- ☐ My Game

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# Nintendo News

✓ We promise to bring you the first and best info on N64. Game Boy and all Nintendo news. All stories are guaranteed 100% correct by Nintendo and we only use N64 shots.

## Nintendo 64

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Zelda 64 p102

## Fast News

Last minute stories and snippets about the brand new Nintendo games that we'll be testing and you'll be playing later this year.

# Body Harvest

● Terrifying aliens ● Tons o' guns ● Stunning music ● Looks amazing

## Game Info

By: DMA Design  
Type: Action Adventure  
Release: October 1998

Get ready for the most awesome shoot 'em up you've ever seen. Lock and load, it's time for Body Harvest...

The year's 2016. For 100 years, twisted aliens have been visiting Earth, harvesting humans for their lunch.

The last humans have fled to an orbiting space station. Without warning, an alien fleet attacks, threatening to wipe out the human race forever.

Adam Drake, a space marine, escapes into a time machine. Adam has to travel back in time and destroy the alien harvesters.



▲ Adam stands his ground, blasting alien scum out of the sky. They're dropping like flies!



▲ Adam uses cars, motorbikes, trucks and planes to get around. They all look really cool.



▲ At the end of each level, Adam battles a beastly harvester boss.

► Gruesome alien soldiers advance on our brave hero. He'll have to kick some alien butt to escape.



▲ Adam isn't allowed to fly 'til he's been taught by an in-game instructor and earns his wings!



▲ Another awesome helicopter. This military model is a tough cookie.







## Time Warp

To stop the aliens, Adam must use the time machine to visit five locations. In each, an army of alien Harvesters is waiting...



▲ **Greece 1916** Adam's surrounded by an alien horde. He'll have to blast his way out...



▲ **Java 1941**  
Adam's trapped in a cable car. Will he get past that winged alien?



▲ **America 1966**  
Helicopters appear in this level. Use 'em to speed through the city.



▲ **Siberia 1991**  
A modern level where Adam can use Harrier jets. Cool.



▲ **Comet 2041**  
The alien mothership, made from a hollowed out comet. Scary...

## We Think...

Body Harvest's hot. White hot. We played it several times last year, but it's lookin' better'n ever now. The aliens'll make you poo your pants! It's totally awesome...

• Hilarious characters • Tricky puzzles • Colourful worlds

# Silicon Valley

## Game Info

By: **DMA Design**

Type: **Puzzling Adventure**

Release: **November 1998**



**W**here can you find floating sheep, short-sighted scorpions and a rabbit with rotor blades for ears? Only in the topsy-turvy world of Silicon Valley...

Silicon Valley's a space ship orbiting the Earth, testing a new breed of 'evolving' robots whose skills and powers could change over time. But Silicon Valley disappeared.

Hundreds of years later SV returns, but refuses to answer any radio signals. Dan Danger, hero for hire, is sent to investigate. On arriving at SV, he sends his loyal robot, EVO, to explore. But it isn't long before EVO's been blasted into a million pieces.

▲ In Niceland, EVO can change into a sheep.

▶ As a floating sheep, EVO can glide to the island.

▲ That purple blob in the background is a Power Ball.

## Body snatchin'

It isn't the end for EVO, though. His Black Box chip survived the blast, and it can stroll around the Valley on metal pins.

As the Box chip is open to attack, EVO must find and defeat robotic animals, then take over their bodies. Each has at least two special powers.

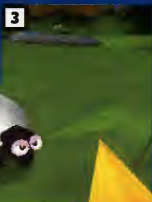


▲ EVO changes from robotic mouse to electric sheep.



▲ As a robotic mouse, EVO can use his sharp tail to impale silly sheep.

◀ Once the sheep's dead, EVO leaps into the woolly robot.



▲ The desert level in all its glory. Bet you can't wait to explore...

► The bears can pick up boxes and drop 'em on hapless creatures.







## Mission: Improbable

Once you've got the hang of snatching bodies, it's time to start your quest.

Each of the 30 levels is split into missions, with Dan appearing to explain 'em all. EVO must first defeat robotic animals, then experiment with their special powers.



▲ At the start of the level EVO, a robotic mouse this time, spots the exit. But it's much too high.



▲ As a mouse, EVO has the speed and agility to out run the sneaky foxes.



▲ At the other side of the level, EVO gets closer to the exit. But it's still too far to jump.



▲ Now EVO's attacking a herd of robotic sheep. Why's he doing that...?



▲ As a sheep, EVO can float across the chasm. Now he can reach the teleporter and escape.



▲ Wow! There's a dog in a dog fight...

► ... he strafes and takes out the sheep.



▲ The robotic fox that lives in the wood can use its oower tail to turn into a massive flizzing rocket.



◀ The robo dog sniffs out another puzzle.

▼ EVO finds a huge, mysterious skeleton.



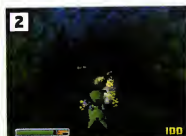
## The great indoors

We first played Silicon Valley last July, and there have been loads of improvements since then.

In the original version, all the levels were based in huge, open air arenas. There have been a few changes...

Although most of the levels are still set outdoors, a few take our electronic hero through dark, claustrophobic mazes.

Let's sneak a peek at the sewer...



▲ Okay, wheelie dogs can't jump, but they can use rocket launchers to blast rats.



▲ EVO has to get on top of the floating crates.



▲ EVO finds a dead scientist. Now he can search the corpse for the key to the next level.



▲ The robotic polar bear walks across the snow and leaves paw prints in the ice shelf.

▼ This level's got a tricky ice maze puzzle, where you have to trap the stupid penguins.



## Clever boys

The intelligence of each character has also been improved.

Animals won't attack members of their own species, and some smaller animals are terrified of larger beasts.



▲ Sheep are nibbling at the Station's power cables.



▲ Sheep are scared of the dog, so EVO chases 'em.



▲ With the sheep in the pen, EVO closes the gate.



## New level

And now for something special... an SV level that's never been seen outside DMA Design!

In this indoor level, EVO's wandering through a dark labyrinth of caves, desperately searching for the exit. Let's join him...



▲ As he enters the level, EVO's attacked by a massive grizzly bear.



▲ As a mouse, EVO can squeeze through the narrow gap to escape.



▲ Mice are scared of bears, but dogs aren't. After stealing a wheeled dog, EVO blasts the bear with his missiles.



▲ With the bear dead, EVO swaps bodies yet again.



▲ But he'll use the wheeled dog later to blast his way to safety.



▲ The characters you'll meet are a right odd bunch.

▼ As the rabbit you can use your helicopter ears to fly.



▲ Use the turbo mouse to race through the level.

## We Think...

**Silicon Valley is tops. The robotic animals are funny as any Warner Bros. cartoon, and the tricky puzzles'll have you hooked instantly. Start saving now!**

# Iggy's Reckin' Balls



● Cutesy characters ● Twisting tracks ● Frantic races

## Game Info

By: **Acclaim**

Type: **3D Racing game**

Release: **August 1998**

**F**inished Diddy Kong? Trashed Mario Kart? Well, get ready for Iggy's Reckin' Balls, a cutesy racer with attitude.

Welcome to the world of Cho-Dama. In this bizarre kingdom, people don't travel by road. Instead, 'Dama dwellers use rollercoaster ramps which twist and curl into the sky.

Although these tracks are sacred, it doesn't stop Iggy and his Reckin' Ball mates racing along 'em. But the track folk aren't happy about the Reckers wrecking their beautiful home, and will do anything to stop Iggy's mates in their tracks...

## Ball bustin'

To get ahead of the pack, each racer can use three special moves: jump, roll and boost.

Each move's easy as pressing a button, but you'll have to learn the best place to use 'em.



### ▲ Jump

Pressing **○** makes a Ball leap into the air, allowing them to reach new levels. If you hold **○**, your Ball'll hover, giving you more time.



### ▲ Grapple

Grappling hooks can be used to catch higher platforms. **○** grabs, the 3D Stick targets the shot.



### ▲ Boost

If you're having trouble on a steep slope, or need to close the gap a little, hit **○**.



▲ Grappling hooks can be used to catch 'n' throw nasties. Sort 'em out!

► Four players can go head to head in Reckin' Balls. It's still pretty quick.



▲ Monsters appear to menace the racin' Reckers. They all look really cool, even though they're aiming to trash your butt.

▲ Use grappling hooks to catch overhead platforms.

## Racers

The racers in Reckin' Balls are all weird and wonderful. Each has their own style and their own way of tackling the courses. You can meet some of 'em right now...



**Amanda**

C'mon! I'll fight ya right here. Ya some kinda chicken?



**Charlie**

I use my chunky gold chain to catch platforms.



**Narlie**

Boo! Ha, scared you. What d'ya mean 'no'...?



**Q-Tee**

Giggle! I'm pretty, pink and perky. Wanna race...?



**Robert**

Greetings, comrade. I'm rob-ERT, the Russian rescue 'bot.



# alls



▲ Narlie's gonna have to do much better, if he's gonna improve on fourth place.



▲ Robert's streets ahead. His robo powers've obviously given him the edge. Well done, comrade!

◀ Q-Tee races up a hill, determined to stay in the lead. As you can see, the game looks absolutely tops.

▼ The screen can be split horizontally or vertically. Given the flat tracks though, horizontally'll be best.



## We Think...

Iggy's Reckin' Balls is promising. Racing along the vertical tracks takes some getting used to but, when you do, it's fantastic fun.



▲ You can bash your enemy's head against the cage! Or pile drive your hapless mate onto the canvas.

# WWF Warzone

## Game Info

By: **Acclaim**  
Type: **Beat 'em up**  
Release: **August 1998**



● **Mega moves** ● **Custom fighters** ● **Weapon option**

**WWF Warzone's** shaping up to give **WCW Vs NWO** a body slam to the canvas!

The first thing that grabs you about WWF Warzone is the graphics. All 18 wrestlers are huge, beautifully animated and sport sneering, snarling expressions and are all scarily life like.

It also features extra fight options, such as training, fighting with spiked gloves and baseball bat battles. The best bit's when all the wrestlers squeeze into a metal cage for a massive ruck!



◀ At the start they all boogie down.

▼ The characters are big and burly.



## Crazy customising

WWF Warzone only has 18 characters, but you can customise your own. Start with a dummy figure and shape their personality, their sex, skin colour, even their hair style. Awesome!



▲ Now choose a snazzy wrestling costume.

## We Think...

Even though this game isn't finished, it looks top notch. If it matches WCW Vs NWO's gameplay, we're in for a grunting, grappling treat.



▲ Weave wildly to avoid the wicked worm.



▲ Buck's tooled-up for blazin' action.



▲ As you fly through the game, Buck has the chance to upgrade his guns from basic blasters to earth shattering lasers.



▲ What sinister secrets does this hold?  
▼ Buck's under attack from red lasers!



# Buck Bumble

● Airborne battles ● Microscopic world ● Awesome graphics

**W**asps, bugs, ants, spiders, worms... and an ass-kickin', gun-totin', monster mashin' hero with a sting in his tail. Welcome to the microscopic world of Buck Bumble.

The world's in danger. The Evil Herd, a vicious gang of alien creepy crawlies, has invaded, intent on destroying all insect life on our fair planet.

But is the insect world gonna sit back and take it? Not if Buck, a fast, feisty, fearless cyborg bumble bee can help it!

Buck's the only prototype of his kind and he's ready to risk life and limb against the invading hordes. Go get 'em, Buck boy!



▲ A loo in the garden? What sort of crazy world does Buck Bumble live in...?



▲ Buck flies through an enemy base, watching carefully for enemy scouts.  
◀ As Buck gets ready to attack, three wasp sentries fly out of the fortress.

## Game Info

By: **Ubi Soft**  
Type: **3D Shoot 'em up**  
Release: **September 1998**

## Wicked weapons

As Buck buzzes through his quest, more and more robotic beasts appear.

To help, Buck can search the wreckage of the beasts he blasts to find new weapons. Dozens of guns and missiles feature in the game, but here's three of the best.



▲ Buck's standard gun, for blazin' smaller meanies.



▲ A longer muzzle, more powerful shots.



▲ Woah! Bayonets, missiles, rifles... the lot!

## Fight flight

On his travels, Buck has to blast his way through armies of robotic insects.

Most of these amazing battles are on the wing, Buck Bumble having to somersault, dive and twist to keep the tiny, fast moving targets in his sights.

Frantic air to ground battles also feature, as do titanic ground to air scraps.



▲ By the garden wall, Buck's attacked by a vicious, wasp-like robot.



▲ Fleeing towards the ground, Buck lets loose with a few laser shots. The wasp explodes...



▲ When the smoke clears, Buck can search the debris for new weapons and other power-ups.



◀ The lighting effects in Buck Bumble are wonderful. Just look at that explosion.

▼ A massive insect tank trundles through the dense undergrowth. Buck's gonna need bigger guns...

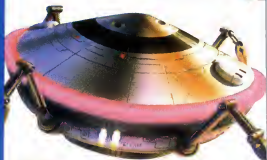


▲ As he flees a burning fortress, our striped hero narrowly avoids a huge explosion. If he doesn't move quickly, he'll get his little wings singed off.

▲ In many missions, Buck has to destroy massive enemy fortresses, just like this one.

## We Think...

**Buck Bumble's promising. It's cool to play a game where you're a tiny character and everyday objects become massive obstacles. There's even gonna be a two player, split screen mode.**



# Sim City 2000

**Sim City 2000 is on its way to the N64. For those of you who don't know the game, the object is simply, to build a city from scratch.**

It sounds babbins but, in fact, it's one of the most addictive games of all time.

Don't bother with the Japanese version. Even if you do figure out the controls, you won't be able to make head or tail of status screens.

This'll render the game virtually impossible to play.

Here's a taster of what to expect when the PAL version reaches our shores sometime soon...



▲ An alien mothership appears to menace the locals.  
▼ Use the circular icon to build new roads and cities.



▲ An empty landscape. Best get building, eh...?



# The Legend of Zelda

## The Ocarina of Time



● Glorious graphics ● Tough puzzles ● Massive monsters

**B**ad news, Link watchers. *Zelda*'s release date's slipped... again.

If you thought a shiny new copy of *Zelda* would be nestling in your Christmas stocking this year, you'd better think again.

Nintendo has confirmed that the game won't hit Japanese stores 'til November, meaning that a PAL release won't be ready before February 1999.

If it's any consolation, Shigeru Miyamoto, the gaming genius behind Mario and Donkey Kong, has been speaking openly about *Zelda*.

He's saying that Link's upcoming quest will blow *Resident Evil* and *Final Fantasy VII* out of the water.

### Game Info

By: **Nintendo**  
Type: **3D Adventure**  
Release: **February 99**



▲ In the haunted castle, our hero's ambushed by winged skulls. Go on, elf boy... spike 'em!

► Link finds that water and electrified tentacles don't mix.



### He's got guts

Every level in *Zelda* is stunning, but this one blows the rest away. No more dungeon drama... this time Link's been swallowed by a dragon! But he's not just an elfin snack, he's got work to do in the beast's innards.



▲ On the dragon's tongue, Link has to avoid deadly saliva bubbles!



▲ In the dragon's stomach, Link's attacked by floating beasts.



▲ Knee deep in blood 'n' bile, our hero wades towards wooden chests.



▲ Deep inside the dragon's guts, savage jellyfish menace our chum.



▲ The fearsome jellyfish can shoot lightning to fry our lil' elfin buddy.



▲ In the Forest of Illusion, Link finds a huge magical tree.

### We Think...

The version of *Zelda* we played at Nintendo's Space World show was magnificent. If the game's been delayed to make it even better, it'll definitely be worth the wait.



▲ Pull off kickin' air moves.



▲ Choose your course and hit the surf.

# Air Boarder 64

● Hidden characters ● Lots of stunt combos to master ● Race around a giant house

## Game Info

By: **Human**  
Type: **Racing sim**  
Release: **July 1998**

Ten Eighty's been delayed 'til November, but Air Boarder's skidding in this July. Time to catch some mean air!

After the frankly awful F1 Pole Position, Human returns to the N64 with yet another duff racer.

This time, instead of cars, you zip around the courses on top-smart hoverboards; a bit like the Back To The Future movies.

You can pull off outrageous stunts and zip over courses at over 60mph.



▲ Score points and get hidden extras by completing tricks and stunts in the arena.



▲ Air surf's up, boarder dude!



▲ You can race round a giant house.

## Board stoopid

Because airboarding isn't limited to a particular type of terrain, the action can take place almost anywhere.

So there are a number of courses to challenge your boarding skills, including a giant house, one of the most difficult levels the game has to offer.



▲ The beach has plenty of different routes so it's easy to get lost.



▲ The giant house is great for monster stunts.



▲ The city's great for performing all kinds of skateboard style stunts.



▲ Pulling tricks will earn you points and hidden extras.



▲ Pit yourself against a mate in one of four different game modes.



▲ Race yer mate in cool split screen action. Like, groovy...

## We Think...

Snowboarding may be the in-thing at the moment, but Air Boarder is like so much slush. Not a patch on Ten Eighty. But Winter's a long way away.



# All Star Baseball 99

## Game Info

By: **Acclaim**  
Type: **Sports sim**  
Release: **TBA**

**I**t won't be this year's biggest hit, but it'll score a few home runs Stateside. Check out All Star Baseball 99.

Okay, baseball isn't the most popular sport over here, but All Star Baseball 99 could change all that. This game's awesome.

Take a look at these screen shots. The graphics are soooooo life-like you'll think you're watching the real World Series on telly.

It's got the official MLB licence, so real teams and players are included.

● Stunning graphics ● Incredibly realistic ● Official MLB



▲ Choose your baseball hero...



▲ ...and wait for the pitch.



▲ The outfielder's making a throw.

► 3rd base is clear, and he's on his way to score a home run.



▲ Home run or not, you've gotta leg it.

## What's the pitch?

The N64 controller's perfect for All Star Baseball 99. The **○** buttons represent each of the four bases, and a quick press sends the ball hurtling towards the fielder. Pitching's also been made easy.

Before releasing the ball, a menu appears which allows you to choose your throw. Once selected, press **○** to pitch your first curve ball.



▲ Choose your pitch by pressing a **○** button.



▲ The pitcher's ready to launch into his throw.



▲ Oooh, it's a slider. It swung back inside. Strike one!

## We Think...

Baseball games don't sell over here, but this could be a hit. The graphics are breathtaking, the animation's stunning and the gameplay's tops. One to watch.

▲ Baseball 99 features some of the best sports graphics we've ever seen.

## World Grand Prix, news from the pits

**F**orget Lamborghini. To hell with F1 Pole Position 64. World Grand Prix's on the grid and it'll leave the competition for dust.

Developed by Paradigm, the brains behind Flatwings 64, WGP promises to be the most realistic racing sim on the Nintendo 64.

The game's based on the 1997 Grand Prix season, with 17 tracks, 11 teams and 27 cars 'n' drivers. You can even make in-race equipment changes.



▲ WGP's weather effects are incredibly realistic.



▲ Tight corner comin' up. Slam on the brakes!





▲ The bizarre rock snake, Twark, faces Gengar. The game's Pokémon Stadium. Gonna be hoogie!

# Pokémon Stadium

## Game Info

By: **Nintendo**  
Type: **3D Strategy**  
Release: **TBA**

- N64 release
- Quirky looks
- Frantic action

**Y**ou won't have met the Pokémon yet but, mark our words, they're absolutely gonna take over your world!

Nintendo has changed its Pokémon plans. Instead of launching Pokémon Stadium on the 64DD disk drive, the Big N has decided to release the game on cartridge.

When the game hits the shelves next year, it'll be sold with the 64GB Pak, a new add on which allows your N64 to re-create Game Boy graphics in glorious 3D.

Pokémon Stadium will be fully compatible with the GB version of Pokémon, which is set to reach UK stores this autumn. It'll take over your life...



▲ The characters circle each other warily.



▲ You just know that a rumble's gonna kick off.

▼ Purple Pokémon, Gengar, unleashes his lightning.

ゲンガー  
HP 152  
HP 143/143

ズビアー  
HP 122  
HP 122/122



▲ You can use Spear's daggers for slick special attacks.



▲ The green beast's called Strike, the wasp's called Spear.

## We Think...

You may as well chuck out your diaries when Pokémon Stadium arrives in the UK, 'cos you won't see the light of day for weeks.

## Bust-A-Move 2

**O**ne of the most addictive puzzlers of all time is N64 bound.

Bust-A-Move 2's one of the most fiendish puzzle games around. Players take control of a cutesy dinosaur who shoots laads of coloured bubbles.

If three or more bubbles of the same colour meet, they burst, awarding the player with mucho valuable points.

But if they crawl to the bottom of the screen, it's night, night nurse and Game Over.

The game'll feature loads of playing modes, including multiplayer.



## Rat Attack

**A**n insane new gang of Nintendo heroes is waiting on the sidelines.

The Scratch Cats are on elite bond of feline freedom fighters who protect Earth from mutant space rot vermin.

In the game, players take control of one of the Scratchys, killing rats in each of the game's 101 levels.

Each level's limited to a single 3D arena, and players must kill all the revolting rodents before they destroy furniture, pointings and anything else they can get their plague-infested gnoshers on.

The game's set to feature a four player mode, so you can indulge yer motes in a multiplayer feline frenzy.





# Mission: Im

● Massive 3D world ● Loads of top gadgets ● Puzzles to burn your brain

## Game Info

By: **Infogrames**

Type: **Spy adventure**

Release: **1 September**

**T**his month we got our jammy mitts on a newer version of this top spy master game and a whole load of new info.

The game has 16 huge levels and four nicely hidden bonus levels. There's also a training mission which helps you learn

Mission: Impossible's controls and introduces you to the star, Ethan.

Since we updated you last month, a heap of new action levels have been added and slower bits of play have been turned into cut scenes.



# possible

## Making faces at you...

Success in *Mission: Impossible* relies a great deal on your skill with the face mask.

The face mask is the bit of kit that changes your face and turns it into someone else's.

During the game you'll have to

use it at least half a dozen times so it pays to know what's happening to you...

**1**



▲ You start out as the head of security at the enemy's HQ.

◀ You're slowly changing back into Ethan. This is the half way point.

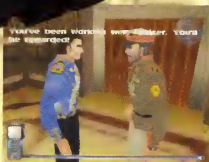
**2**



**3**



▲ Hey presto! Your bearded Russki has totally changed back into our hero Ethan.



▲ The old face maker fools another Soviet guard. These guards really are thickies.

## KGB Prague

Your mission in the KGB offices in Prague is to find a missing key. To buy yourself time, you set off poisonous gas.

But to get any further, and avoid being poisoned yourself, you have to find a protective suit. It's a race against the clock.



▲ This shot shows you the level of detail that M1 contains. Check out the green gas effect.



▲ You reach areas that block your way. The only way forward is to blast your way through.



▲ Just be careful that you don't stand too close! Mess it up and you'll end up on the deck feeling groggy.

## Sniper rifle

Since we last played *Mission*, new sniper levels have been added. The only playable level at the

moment is the Mainland level. Next month's mag'll have shots of the Waterloo Station gun battles.



▲ When you use the sniper rifle, you're not Ethan, but become one of his team.



▲ View not good enough? Just hit a button and zoom right into where the guard's standing...



▲ ... and kill him with one deadly shot. You've now cleared a path for Ethan.



## New info on other levels...

We've shown you shots of these levels before but, the game's come on loads since then. Here's some new facts for you.

### ► The start

This is where the action starts. You sail in with two other rock hard SAS type dudes.

### ▼ Sub pen

This is a training level really. You'll get used to the controls and learn the basics.

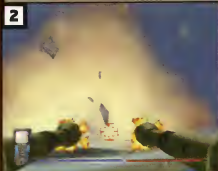


## Gunboat

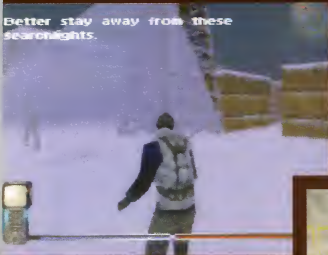
Simple. All you gotta do is get your gunboat out to sea without being blown to pieces.

Straightforward blasting action. You know the score.

► There's loads of targets. Our first is this pillbox full of machine guns and soldiers.  
▼ Shot! The pillbox explodes and debris flies everywhere. Some of it even sprays the hull of the boat.



▲ Beware of mines and other gunboats. They'll fry you and sink your tiny tug in moments.



Better stay away from these searchlights.



### ▲ Security corridor

A female friend will sort the computer out so you can see which tiles are electrified. If she doesn't, you'll get a nasty shock.



### ▲ Embassy

Knock the Ambassador out and you'll be able to use the face maker.



### ▲ Warehouse

You're the Ambassador still! Time to explode the gas, find a mask and flee.

## Blowing the tunnel level

After you sort out the Sub pen level, you head for a tunnel. Once you're in the tunnel, you have to blow it up.



▲ More platforming frolics. Jump from the truck onto a ledge that holds the tunnel up.



▲ There are six bolts that hold it together. Ethan plants the explosives around the first bolt.



▲ Now jump aboard another passing truck for the next set of bolts.

## Mainland with sniper

On this level Ethan must find the accountant, kill him, take on his identity and escape to a bunker. Fortunately you get support from a deadly sniper that you control.



▲ Ethan uses boxes laid by his team mate to cross over the bridge.  
► D'oh! Looks like the silent approach's failed. Scrap time.

▼ Meanwhile you control the sniper and make sure none of the guards get anywhere near Ethan.



## We Think...

Mission's like no other game you'll have played before. We've never seen such a blend of game types. There's blasting, platform stuff, and problem solving. It's ace...

**Next month**  
New levels revealed. We play the other sniper level and take you through the train gun battles.

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prizes if you score 3, 4 or 5!**

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● Hilarious hero ● Gorgeous graphics

# Glover

## Game Info

By: **Interactive Studios**  
Type: **3D Adventure**  
Release: **December 1998**

If you want something a little different for yer '64, look no further than Glover. It's like nothing you've ever seen before...

While mixing a spell one morning, an old wizard got the ingredients wrong and there was a massive explosion. In the blast, one of his gloves fell into the cauldron, creating an evil four-fingered fiend.

Fortunately, the other glove fell out the window, and was unaffected by the wicked witchery. Now the bad glove's imprisoned the wizard, and the good glove must break the spell.

## Ball control

Glover's a massive game, and features 30 levels spread across six huge worlds. The object of the game is to find Power Crystals, disguised as rubber balls, and move them to the end of the level.



You can make your rubber ball into a snowball.

At the carnival, Glover fires balls to win prizes.



Watch out for the monkeys... they'll steal your ball!



Don't let the ball roll back down this slope.

The entrance to the Hub cave. Bring the balls here.



Glover outside the wizard's castle. The game graphics are awesome.



## 2 become 1

To move the ball to the end of the level, Glover can use a variety of beautifully animated moves. In each new world, Glover has to use new skills and fancy tricks to win.

At the end of a level, the ball's transported to a dark cave under the castle where it turns into a Power Crystal.



**Bounce**  
Dribble yer special spheres like a basketball and bounce 'em higher.



**Roll**  
Glover can curl into a cupped hand, allowing you to roll the rubber ball.



**Balance**  
Stand on the ball and roll. All the controller directions are reversed!



**Grab**  
After bouncing the ball, Glover can magically grab it in mid air.



**Throw**  
After grabbing the ball in mid air, Glover can throw it onto ledges.



## Original gameplay



▲ Glover rolls his ball through the ancient tombs.



▲ What secrets will Glover find in the lighthouse...?

### Huge boss

The evil glove's a thorn in Glover's side. He appears at many points in the game, not directly attacking our hero, but ordering other meanies to get stuck-in.

In the Haunted House, the bad glove unleashes Frankenstein's monster. But Glover uses his head to defeat this ogre...



▲ Using the rubber ball, Glover triggers a series of switches which lower the platforms around the edge of the room. Sequence complete.



▲ When the platforms are lowered, Glover climbs to the top of the room, hits another switch and fries Frankie. Time to tackle a new level.

### We Think...

**Glover's cool!** Although it's played in a Super Mario 64 style, it'll take you ages to master using the ball and glove together. Roll on Christmas... Glover's a winner!

## Tonic Trouble

**B**anjo may be the biggest platform star right now, but another new hero's waiting in the wings. Look out... Ed's comin'! Blue boy Ed's an alien who roams the galaxy, taking samples for scientific experiments.

One fateful day, Ed accidentally drops a can of deadly chemicals on planet Earth, unleashing all manner of nasties, including mutant carrots, man-eating plants and rabid animals.



## Nightmare Creatures

**T**he streets of London are crawling with monsters, and only you can save the city!

Activision has confirmed that Nightmare Creatures is coming to the N64. The game's a bloody 3D adventure where players roam the streets of 1830s London, hacking-up zombies, werewolves and ghouls.

Activision's also releasing Quake II for the '64 later this year, hopefully with a four player deathmatch.



# Rampage

## Game Info

By: **GT Interactive**  
Type: **Eat 'em up**  
Release: **5 June 1998**



● Munch on people ● Battle around the world ● Monster action

It's time the monsters had their day. Take control of one of three giant beasts with the sole aim of crushing buildings and eating any people foolish enough to hang around.

It's mindless mayhem all the way in this conversion of the coin-op classic. Expect the same kind of action you had back then, with the added bonus of travelling the world to crush all in your path.

Up to three people can join in the fun, but has it stood the test of time?

Watch out for the review next month. We'll tell you if it's any cop.



▲ Watch out for hazards. Avoid the fireballs or you'll be a dino barbie.

## Trash metal

It's all action from the moment you arrive in town. No matter where you are in the world, it goes a little bit like this...



▲ Leap up and start thumpin'.

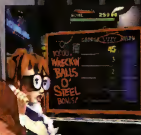


▲ Cause as damage as possible.



▲ Stopping off to scoff humans.

▲ Meet George, Izzy and Ralph, three technicians at Scumbabs International, who, when monstered-up by a mysterious explosion, suddenly find a taste for buildings, people, tanks... anything!



▲ The scores on the doors. Your dependable secretary keeps the tally.

## We Think...

As you'd expect, the N64 handles the conversion perfectly. It is a ten year old coin-op after all. The question on your lips is how does it play? We'll tell ya next ish.



▲ Nice graphics come up at the end of the two player game. Just make sure you're the bloke on the left.



▲ It looks simple, but the game soon gets tricky. You'll soon be hooked, though.

# Crazy Cross

## Game Info

By: **Konami**  
Type: **Puzzler**  
Release: **TBA**

● Brain straining ● Frantic action

The thing about this type of game is that it's so very addictive. It's a game we're familiar with, there was a Super NES version a few years ago. The aim is simply to match coloured blobs and make 'em vanish.



▲ It's the Japanese Elvis! You've won! He croons!

### Ice to see ya

Like most games of this kind, the basic aim is to match spheres of the same colour. Get three or more together and they'll vanish, and appear on your opponents side. Tee-hee!

The twist is that sphere's can be frozen, and so can't be destroyed if your opponent clears a large area, or by freeze globes which drop down.

These can only then be released by dropping a happy globe on 'em, or by getting rid of a piece next to 'em.

## We Think...

It's no Wetrix or Tetrisphere, but it'll keep puzzle fans off the streets. It's unlikely to see a UK PAL release though.

## WipEout 64 is confirmed

Psygnosis has officially confirmed that an N64 version of WipEout is in the works.

WipEout 64, slated for release later this year, isn't a direct sequel to the PlayStation hit, WipEout 2097.

Instead, the 64-bit version will build on 2097, adding six new circuits, new racing craft and an awesome four player, split-screen mode.

The game will include more teams than the GreyStation version, and secret racers from W02097 will be immediately selectable.

Psygnosis has also hinted that it'll be working on more N64 titles.

### Get involved!

Psygnosis want to hear what YOU want in WipEout 64. If you're a fan of the original, or a mad racing fan, let us know what you want and we'll pass on your comments. Write to: WipEout Ideas, usual N64 address.



## Gex 3D: Enter the Gecko

With Jackie Chan's kicks, Bond's sense of style and a tongue longer than Yoshi's, Gex could be the next N64 platform king.

Gex is in trouble. Somehow, the lanky lizard has gotten himself trapped in the Medio Dimension, a bizarre world where each level's based on a different film or TV show.

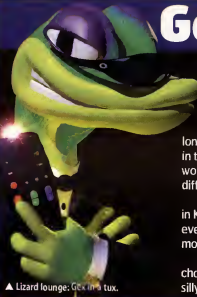
On his travels, Gex gets caught up in Kung Fu fightin', sci-fi modness, even a level packed with scary horror movie monsters.

Each level sees the reptile changing his costume too, including silly threads like a rabbit suit.



▲ The dandy, dapper lizard explores a deserted Aztec temple. What manner of magic will he find...?

► Gex spots the Aztec temple exit.



▲ Lizard lounge: Gex in a tux.



# Bomberman Hero

## Game Info

By: **Hudson**  
Type: **3D Adventure**  
Release: **TBA**

## Queen Milian's Rescue

● Dozens of worlds ● All new vehicles ● Bulky bosses



▲ The bosses in Bomberman Hero are stunning. Say hello to Neko (top) and an ugly, electrified bloke.

**H**e's the Baron of blasting, the Duke of detonation, the Earl of explosion. Bomberman's back, ready for another blast on the Nintendo 64.

After saving the world in Bomberman 64, B'man retired to his secret base on Earth. But just as he sat down for a cuppa, a strange spaceship crashed near his hideout, and only a bizarre robot survived the wreckage.

The battered robot tells Bomberman that peaceful Planet Prime's been attacked by the evil Wolds Empire, and that Queen Milian, ruler of Prime, has been kidnapped. Without hesitation, our plucky hero vows to rescue Milian from the wicked Wolds menace...



▲ Bomberman strolls around the platform with an armful of primed bombs. Hope they don't go off too soon...



▲ With a little skip, B'man chuckes his bombs. He's careful to steer clear of the blast, though.



▲ When the bombs hit the ground they explode. Massive shockwaves ripple across the floor.



## Amazing Adventure

While Bomberman 64 was little more than a simple 3D puzzle game, BH allows the hot-headed hero to become a Super Mario-style action hero.

Bomberman can now interact with his surroundings, giving our explosive friend more control over his destiny. Here's some of B'man's useful new moves.



▲ When near a deadly drop, B'man can lower himself onto the platforms below.



▲ Now B'man can push heavy blocks around, to reach higher platforms.



▲ On tip lines, B'man can grab onto higher platforms to reach pastures new.

## Who's da Boss?

Like Bomberman 64, BH is packed with amazing bosses. There are five unique levels in the game, and a vicious guardian lurks at the end of each one.

Hudson isn't revealing all the vicious villains just yet, but here's one beefy boss which should satisfy your curiosity...



▲ Soon, power-ups appear. If B'man can grab 'em, he might just win.



▲ The boss's platform lowers and he begins to lumber around the arena.



▲ The boss tries to force Bomberman off the edge of the platform to his doom.

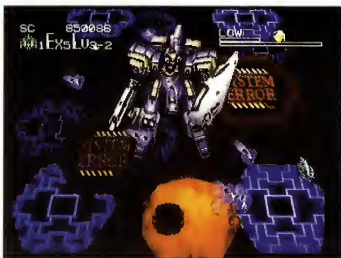
## We Think...

Bomberman Hero looks awesome. Bomberman 64 was a tad disappointing 'cos there wasn't enough blasting action. Judging by these early shots and the number of enemies on screen, this new quest'll be an explosive experience.

# Star Soldier



- Ingenious levels
- Frantic space battles
- Old style blasting action



▲ The boss hurls bombs to attack Star Soldier. If he's quick he might avoid 'em.

## Game Info

By: **Hudson**  
Type: **Shoot 'em up**  
Release: **TBA**

**W**elcome to Star Soldier, a blast from the past which can teach today's shoot 'em ups a thing or three...

Star Soldier's been around for yonks. The game first appeared on the NES, a side-scrolling 2D shooter in the Defender/R-Type mould. Ten years on the interstellar infantryman is back, this time in glorious 3D.

The game still scrolls in a straight line, but players steer around intricate 3D areas from time to time, while all the massive mech bosses are beautifully animated, 3D wonders.

▼ Some bombs fry just about everything.



▲ The huge mech marches towards you. Circle him to take pot shots.



▲ Multiple shots weaken the boss.

## We Think...

It's an old idea, but the 3D elements should take the game to new heights. We're gonna follow this one closely...

# Super B'Daman Battle Phoenix 64

● Surreal levels ● Bizarre heroes ● Tonnes of challenges



**B**'Daman... sounds exotic, eh? But don't get too excited, it's just a fancy name for marbles.

Super B'Daman Battle Phoenix 64 is a game of shooting skill. The bizarre B'Daman heroes have a supply of marbles in their stomachs.

They must shoot these special spheres to defeat monsters, hit targets and play billiards.

There'll be 10 levels in the finished game, most of which see our heroes stuck in a special cart, trundling through 3D landscapes and shooting all manner of targets.



▲ Near the start of the game, our daring heroes have to steer a rickety mine cart through a valley stuffed with traps.



▲ Targets change the cart's direction.



▲ Each target awards different points.

## Game Info

By: **Hudson**  
Type: **Shoot 'em up**  
Release: **TBA**



▲ In Prehistoric Valley, the object is to shoot marbles into the dinosaurs' mouths.

▼ Cripes! Dinos blumming everywhere!



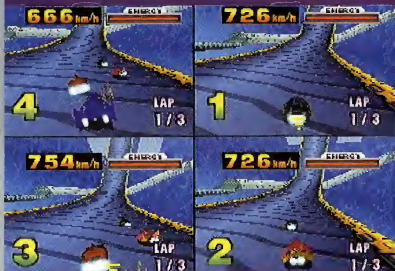
## We Think...

**Super B'Daman Battle Phoenix** looks pretty, but we think the game'll be too simple. For the moment we'll reserve judgement.

# F-Zero X



● Fantastically fast ● Multiplayer mode ● Great graphics



▲ Vicious player four smashes into hapless number three. That's gotta hurt!

**O**nly one thing goes faster than spare World Cup tickets, and that's F-Zero X.

Another casualty of Nintendo delays, F-Zero X will skid in to Japanese games stores in August, meaning that the PAL game should reach British shores before the end of the year. But as these shots show, it'll definitely be worth the wait.



▲ Sparks fly in a high speed crunch.

## Game Info

By: **Nintendo**  
Type: **3D Racing Sim**  
Release: **Autumn 98**



▲ A sneaky move secures pole position.

## We Think...

Screen shots'll never do F-Zero X justice. The game's super cool, ultra smooth and so fast it'll make yer eyes bleed...



# Mortal Kombat 4

● Fresh fighters ● Gore galore ● Wicked weapons

The Outworld portals have opened once again, unleashing evil forces on the Earth. Get ready for Mortal Kombat 4... in 3D!

Gore freaks will lurve MK4. The game features 'true weapon combat', a system which allows fighters to pick up weapons and use 'em on their hapless opponent.

Players can even steal weapons from each other, adding a new dimension to regular Kombat.

This 3D version features 12 fighters, three hidden warriors and dozens of new combos. It should banish those bad MK Trilogy memories.

## Game Info

By: Eurocom  
Type: Beat 'em up  
Release: TBA



▲ Fighting at night, in the pouring rain!



▲ Raiden, an all time favourite in Nintendo Towers, hurls a fireball.



▲ Liu Kang can still use his awesome missiles. Now in 3D.

## We Think...

Rather than flogging a dead horse, this new version promises to bring the Kombatants bang up to date. Expect great things.



▲ A new character, Quan Chi, swings his mighty sword.



▲ Sonya's back, using throwing stars to mince her foes.

## Let's Smash

Listen up, sports fans. Hudson's about to serve the wackiest tennis sim ever seen. It's a ace!

For Let's Smash, Hudson developed a brand new system called RKS — Real Knickers System! Sick of boring tennis sims, the crazy coders decided that the girls' skirts should be as realistic as possible, springing up to reveal their knickers at every opportunity. Which is fine by us.



▲ A glass court hovering miles above the ground. People below'll see her knicks!

## Fast News

### ● Feast your eyes on this...

The 4MB Expansion Pak! The Pak will be sold with the 64DD, and it slots into the Memory Expansion slot on top of your N64.



This little square of plastic genius boosts the N64's internal RAM to a total of 8MB (compared to the GreyStation's 2MB), which'll mean bigger games with better, hi-res graphics.

● GreyStation owners may be first to get Duke Nukem's next game, but an improved N64 version is on the cards.

The Nintendo version, which won't be called Time to Kill as first thought, will feature different time zones to explore, third person views and all new monsters.



### ● Good news for Star Wars fans

the Force is gonna return to N64! Star Wars: Rogue Squadron is currently being developed by LucasArts, and is based around the only supporting character to appear in all three SW movies, Wedge.

The game's set to feature dozens of X-Wing battles, both in space and above the surface of various planets.

● If you're a fan of Conker, the saucy squirrel from DKR, you'll be interested to know that his own game's been re-titled. Instead of Conker's Quest, the game will be known as Twelve Tales: Conker 64.

Although Rare's keeping quiet, this probably means that there'll be 12 levels and a dozen costume changes for the resourceful rodent.

### ● Yoshi's Story

has been given an Award for Excellence in the Computer Entertainment Software Association awards in Japan.

Last year Super Mario 64 was Best Action Game, while Mario Kart 64 sped off with Best Driving Game.



# Space Circus

● Over 300 characters to meet ● Brilliant 3D world ● Ace graphics

## Game Info

By: **Infogrames**

Type: **Platform adventure**

Release: **September 1998**

In *Space Circus* you're Starshort, an alien who has to collect creatures (including humans) for the travelling show that pays his wages. Trouble is, there's a rival alien ship, *Virtua Circus*, doing the exact same thing. Your job is to collect freaks before your enemy and flying rivals do.



▲ *Space Circus* shoots a probe to advertise the show. But it gets destroyed and Starshort is sent to find out why...

## Flight or fight?

You get plenty of fast paced platform action in *Space Circus*. Take a look...



▲ Starshort gets into a spot of bother and legs it as quick as he can.



▲ The robot seems to be catching. Better get a move on lil' buddy.



▲ The time comes to stop running. A laser battle'll certainly follow.

## Flying start

Starshort can do some real cool things in *Space Circus*. One of his neatest tricks is his ability to fly. Check this out...



▲ Starshort needs to get sky bound, so he decides to hop aboard his mini rocket. Up, up and away...

► Now he can fly over the water or high into the sky for a view of the island.



▲ Get the hang of the mini rocket...



## Worlds of fun

*Space Circus* flies you around seven huge worlds that all look very different. On your journeys you

meet over 300 different crazy characters, all out to splat you in wacky and different ways.

At the space scrapyard, Star meets a bunch of friendly ghosts. They're all bored, and 'cos they're dead, kill each other repeatedly for fun!



► This is a good example of how the aliens look. This guy fancies himself as a bit of a beach bum.

▼ On a different planet, Star spots a car.



NEW FOR  
NINTENDO 64

► The 3D cam can zoom Star in and out of the action. Just use the trusty buttons.  
▼ Run, Star boy, run!



## We Think...

Having played the first few levels of *Space Circus*, we can tell you this is gonna be big. The animation's like a cartoon, it's dead funny and the control works a treat. Look out for more shots as it gets closer to release.

## Fast News

### • N64 finally races ahead...

Since the N64's launch we've had to suffer some pretty average racers. Well, that's about to change 'cos of *V-Rally*. It made number one in the charts on *GreyStation* and is the best Game Boy racer ever (see our playtest on p41 for more info). Hopes are high and, from what we've seen so far, this could be THE big racer for the Nintendo 64.



This shot comes from *V-Rally*'s replay mode, which shows you your race from the best angles.

### • GTA hits the small screen...

DMA Design has confirmed that its notorious top-down shooter, *Grand Theft Auto*, will be coming to the Game Boy.

In the game, players have to steal cars, run shady jobs for the Mob and have running gun battles with the cops. Given the violent nature of the game, it's gonna be interesting to see how the Big N reacts to *GTA GB*.

### • That's not all folks...

Here's the very first shot of *Looney Tunes: Space Race* on Nintendo 64. In the game you race around the galaxy in different mini space ships, controlling all the crazy Looney Tunes stars. Check out Sylvester, Tweety Pie and Marvin the Martian scrapping it out with batty power-ups. Awesome.



Imagine a four player Mario Kart battle in the stars and you've got the feel of *Space Race*.

### • Improve on your swing...

Remember that awful golf game we showed you last month, *Masters '98* from T&E Soft? Well, Nintendo has teamed up with T&E to bring the game to the States and Europe under the name *Waialae Country Club True Golf Classics*. Thankfully, the game's set to be improved, with better graphics and a wider selection of courses.



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# MARIO

## GREATEST HITS

- 1 SUPER MARIO 64 [164]
- 2 MARIO KART 64 [164]
- 3 SUPER MARIO WORLD [SUPER NES]
- 4 SUPER MARIO BROS [SUPER NES]
- 5 SUPER MARIO LAND [GAME BOY]

### He's just a big, fat, porky plumber isn't he?

No way! Mario's the greatest videogame hero of all time.

### Why's he so good, then?

Mario's starred in some of the most important games of all time. He even appeared in the VERY FIRST platform game ever, Donkey Kong.

### Donkey Kong! How did Mario get mixed up with that hairy ape?

DK was Mario's pet. Mazza wasn't a kind master, though, so Donkey kidnapped his girlfriend, Pauline, in revenge. The hairy fiend!

Mario had to jump burning barrels and climb shaky scaffolding to save his bit of stuff.

### So wasn't he angry with Donkey Kong?

Furious! Mario locked DK in a cage and threw away the key. In the game Donkey Kong Junior, DK's son had to save his dad from Mario's clutches.

### Sounds a bit evil! Did he turn to a life of crime?

Nah! He was back on the straight and narrow when he teamed up with his lanky brother, Luigi, for the arcade classic, Mario Bros.

### Didn't he get upstaged by his skinny sibling?

Not really. In the first Mario Bros. game, both were exactly the same sprite, only in different colours!

### What happened next?

More Mario Bros. games appeared, but the turning point was Super Mario Bros. on the NES.

This series soon turned into the Super NES Mario World games, which were awesome.

### How about the N64?

Mario was chosen to launch the system. The game, Super Mario 64,

is still regarded as the best videogame ever produced.

### Is it...?

Yes! Although it'll soon get upstaged by Banjo Kazooie when that comes out. SM64's still the best platform adventure ever seen, and still deserves the 95% it was awarded in Nintendo Official Magazine.

### And the silly name...?

Mario was originally called Jumpman! It wasn't 'til Nintendo's Italian landlord, Mario Segali, came knocking on the door demanding rent, that a legend was born...

## And finally...

It's rumoured that the sequel to Super Mario 64 is playable at Nintendo's Japanese offices. And it features a multiplayer option where you can control Luigi and other Nintendo heroes...



Meanwhile work is coming along nicely on Mario's 64DD outing, Super Mario RPG2. Check out Mazza's flat 2D look.

When he turns round on screen he looks like a piece of paper. Watch out for more on Mario's funniest adventure soon.





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